
Subject: Re: Square pixels in surface/lego plots
Posted by [davidf](#) on Sun, 09 Mar 1997 08:00:00 GMT
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Bruce Macintosh writes:

- > Let us say I have a rectangular array that I wish to make a
- > lego-style surface plot of.
- >
- > What's the simplest way to make sure the pixels come out reasonably
- > square?

Download the program ASPECT from my web page and then make
a plot with a square aspect ratio, like this:

```
SURFACE, Dist(60,30), /Lego, Position=Aspect(1.0)
```

David

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