
Subject: Re: Square pixels in surface/lego plots
Posted by paulc on Wed, 26 Mar 1997 08:00:00 GMT
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Bruce,

Have you tried using the Create_view/center_view routine?

IDL: create_view

WAVE: center_view

Bruce Macintosh <bmac@igpp.llnl.gov> writes:

> David Fanning wrote:

>>

>> 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

>>

> This turns out not to quite work. David's program does

> calculate (nicely) the plot size to deal with funny-shaped windows,

> but doesn't deal with oddly-shaped arrays going into surface.

> For example,

> figt=dist(60,10)

> window,0,xs=500,ys=500

> surface,figt,/lego,pos=aspect(1.0)

> certainly doesn't produce square lego pixels.

> Any alternative suggestions? This is vexing...If IDL 5 has a

> /iso keyword I'd even be willing to start installing the beta.

> (Please email as well as post replies - my newsfeed is unreliable.)

> Bruce Macintosh

> bmac@igpp.llnl.gov

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