Subject: Re: precisely specifying size of MAP
Posted by nick on Wed, 26 Mar 1997 08:00:00 GMT
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In article <33380FFC.167EB0E7@igpp.llnl.gov>, Bruce Macintosh
<bmac@igpp.llnl.gov> writes:
>
|> set_plot,'ps'
|> device,xsize=5,ysize=5,/inches
|>
 map_set,0.0,0.0,/ortho,position=[0.2,0.2,0.8,0.8],xmargin=0, ymargin=0,$
|> /isotropic,/noborder
|> map_grid
|> device,/close
|> $lpr idl.ps
|>
|> produces a globe somewhat more than 1/16" too small. If I hadn't
|> specified /noborder, the outer box surrounding the map would have
|> been 3" on a side...what I want is a way to get rid of the space
between
|> the map and that border. I know I could just measure the difference,
|> but it seems to vary somewhat with different devices/map sizes/etc.
|>
|> Bruce

this sounds like a problem i had a couple of years ago when idl version
4
came out. setting xmargin and ymargin to 0 no longer removed that space
between the border and the map. i went back and forth with idl tech
support
on this. finally, i had to use my own copy of map_set, with a
modification
that allowed me to actually set xmargin and ymargin to 0. here's the
section
of map_set that was modified (all i did was set the fudge factor to 0
if
xmargin was set to [0,0], similarly for ymargin):

.
.
.
fudge = 0.01
if (xmargin(0) eq 0 and xmargin(1) eq 0) then fudge = 0.
if (xmargin(0) eq 0 and xmargin(1) eq 0) then print,'Using local
map_set'
eps = (umax - umin) * fudge ;Extend the axes by a Fudge factor
umax = umax + eps
umin = umin - eps

```
fudge = 0.01   ;was 0.01
if (ymargin(0) eq 0  and  ymargin(1) eq 0)  then  fudge = 0.
if (ymargin(0) eq 0  and  ymargin(1) eq 0)  then  print,'Using local
map_set'
eps = (vmax - vmin) * fudge
vmax = vmax + eps
vmin = vmin - eps
.
.
.
```

hope this help,
nick.
--

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