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Subject: Re: Square pixels in surface/lego plots  
Posted by [Bruce Macintosh](#) on Mon, 24 Mar 1997 08:00:00 GMT  
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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  
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