
Subject: Re: xmargin and ymargin keywords ignored in cgplot

Posted by [Xin Tao](#) on Wed, 04 Dec 2013 01:04:06 GMT

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Thanks David. I'll think about using POSITION instead of margins with cgplot. Don't want to break other routines of mine using CG. :-)

Best,

Xin Tao

On Tuesday, December 3, 2013 9:12:05 PM UTC+8, David Fanning wrote:

> Xin Tao writes:

>

>

>

>> I just noticed that cgplot in David's coyote library doesn't seem to take xmargin and ymargin keywords. These keywords are not listed in the doc of cgplot, so I guess they are passed via "_REF_EXTRA=extra". Could someone please tell me how to make these two keywords effective?

>

>

>

> I guess you can file this under the personal quirk category, but I don't

>

> believe in margins. I believe in positioning things with the POSITION

>

> keyword. The reason for this is that I know where things are going to go

>

> when I use the Position keyword, since normalized units mean the same

>

> thing everywhere. Margins are specified using *character* units and I

>

> find them confounding and impossible to work with. You can't match up

>

> different kinds of plots using them. You don't know where things are in

>

> the window, etc. I find them a nightmare. It's the same reason you will

>

> never find me using a TVSCL command. :-)

>

>

>

> If you want to use them, you will have to find the section of code that

>

> defines the default plot position and get rid of it. But, if you do, I

>

> can practically guarantee you will run into other problems with Coyote

>
> Graphics routines.
>
>
>
> Cheers,
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>
>
> David
>
> --
>
> David Fanning, Ph.D.
>
> Fanning Software Consulting, Inc.
>
> Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")
