
Subject: Re: Position, normal coordinates, and multiple images

Posted by [David Fanning](#) on Fri, 21 Feb 2014 18:57:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Barry Lesht writes:

> This question undoubtedly illustrates my failure to understand graphic windows, etc. For an animation I'm working on I want to place two images (identically sized) side by side and leave room on the right for a color bar, on the bottom for a graphical elapsed time indicator, and on the top for other annotations. To do this, I was adapting another code that did the essentially same thing with a single image. My original code used `cglImage` with the `POSITION` parameter set to `[0.1, 0.1, 0.8, 0.8]` and normal coordinates for the color bar and other various annotations. Before I read the explanation of the position math (<http://www.idlcoyote.com/tips/vaughan.html>) I naively set the position parameter arrays for the two images I wanted side by side to `[0.1, 0.1, 0.4, 0.8]` and `[0.4, 0.1, 0.8, 0.8]` respectively which results in the second image being larger (28% of the window) than the the first (21% of the window). Before I go back to using device coordinates to place the two images, I was wondering if someone more clever than I had a suggestion for accomplishing this using normal coordinates.

Oh, my God! I forgot to indicate that article was written tongue-in-cheek. :-)

Yes, your two images were sized differently because the left one used an X size of three normalize units, and the right one used an X size of four normalized units. I think if you matched one or the other of these, you would get **exactly** what you want. :-)

Cheers,

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.")
