Subject: Re: cgImage abscissa values in axis feature
Posted by Petros Syntelis on Fri, 28 Mar 2014 21:09:36 GMT
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Well i caused much confusion and this wasn't my intent.
I don't need strch of pixel or things like that. Forget about the non-uniform grid.
I was talking about non uniform vectors in the sense of
x=findgen(10)
cgcontour, data, x^2, alog10(x)
Nothing more than that. Sorry for the trouble i caused you, because clearly i couldn't get you to
understand what i was saying, as i was saying it wrong!

I use images from solar observatories, where every data set comes with a solar_x and solar_y
vector.
In the last years I've made my own wrapper programs of tv about plotting imaging, or use astrolib
routines, but the more i use coyote library the more i want to use it fully, without making wrapper
for it. This is why i discussed about intuitive and simple things.

Now about the previous discussion with the cgImage, in general, i think that an axis goes with a
vector that defines it, so this is what i was referring as intuitive.

Besides that cgImage discussion, by no means I did not mean to offend you or to make you upset
by this conversation.
After all, if you weren't involved with idl graphics, everybody dealing with IDL would have to curse
daily 20 times more the people who designed idl graphics in the first place, and feel 20 times more
miserable trying to do the simplest thing.
I personally cannot work without your work, which i admire greatly. And that is why the more i use
it, the more people i try to persuade to use it.
That is the reason i post about bugs i find etc. I like it see it becoming even better! It feels like
posting in opensource project forums!

I dont know if i sounded ironic telling you "From your amazing work concerning usability and
simplicity in idl graphics, I assume that a fan of simplicity such as yourself would like to get new
ideas on how to improve the usability of his software!"

I honestly believe every word of it, and i think the above as a compliment.

Regards,
Petros

On Friday, March 28, 2014 5:45:55 PM UTC, Petros Syntelis wrote:
> Hi all (and mostly David),
>
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>
>
> I find myself very often in need to put an image into a plot with axis that show some x and y
abscissa values, like in the way we use the contour command,

>
> cgcontour, data, x,y
>
> In cgImage, i can do this by setting the limits xr=[min(x),max(x)], yr=[min(x),max(x)] in a plot.
>
> This works ok for uniform x,y but doesnot work for non uniform x,y.
>
> Also, if you want repeat this some times, its more trouble than to simply put the x,y abscissa values directly.
>
>
>
> Is there a way i can put x and y vectors as values for axis? And if not, would it be too much to ask for this feture in another version of cgImage?
>
>
>
> Cheers,
>
> Petros