Subject: Re: cgimage not generating output with cgps_open and cgps_close (fine in X window) .

Posted by JTMHD on Mon, 20 Oct 2014 19:56:54 GMT

On Monday, 20 October 2014 19:14:50 UTC+1, David Fanning wrote:
> David Fanning writes:
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>> David Fanning writes:
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>
>>> Well, leave the XSCALE and YSCALE keywords off your cgImage command.
>
>>> They aren't needed (cgImage does this automatically), and they are
>
>>> somehow (don't understand it yet) screwing things up.
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>
>> Alright, here is what is happening. This is a combination of the usual
>
>> keyword inheritance nonsense, with a little twist from IDL letting you
>
>> abbreviate keyword names.
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>> The proper way to set axis properties in cgImage is via the AXKeywords
>
>> keyword, which no one can figure out how to use. So I allow a *limited*
>
>> number of axis keywords to be used on the cgImage command line (e.g.,
>
>> xrange and yrange). I don't forbid you to use XSCALE and YSCALE keywords
>
>> (the ol' keyword inheritance problem), but there should be no reason to
>
>> use them, either. cgImage knows what it is doing and does axis things
>
>> correctly.
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>> Had you actually used XSCALE and YSCALE keywords, instead of their

>

>> shorted form XS and YS, you would have received an error message, since

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>> these keywords are passed along to the TV command. They don't mean

>

>> anything to the TV command, so the TV command complains. But, in their

>

>> shortened form, XS and YS, they are interpreted by the TV command as the

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>> XSIZE and YSIZE keywords, and they will overwrite the XSIZE and YSIZE

>

>> values cgImage uses internally to size a PostScript image. (The XSIZE

>

>> and YSIZE keywords are only used by the TV command when in the

>

>> PostScript device.) As a result, and this is why you weren't getting an

>

>> error, your image was being sized to a one-by-one pixel, which was being

>

>> displayed correctly in your output. :-)

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> By the way, when you write code like this:

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>   cgimage, image, /xs, /ys

>

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>

> You are doing two things wrong in my opinion. You are abbreviating

>

> keyword names, which makes your programs difficult to understand and

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> debug (see current discussion today), and you are using a keyword

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> shortcut that is inappropriate with non-boolean keywords that can have

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> values *other* than 0 or 1. It works, but it strikes me as a lousy

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> programming practice, since it, too, sends the wrong message to people

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> looking for problems in your programs.

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> Cheers,
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> David
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> --
>
> 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.")

I see what you are saying and will bear it in mind. Its a hangover from using IDL interactively for a quick look at data, but I can totally see how this good practice would pay off if you where writing more sophisticated tools