
Subject: Re: normal, relative and ellipse

Posted by [Helder Marchetto](#) on Wed, 25 Feb 2015 09:39:08 GMT

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Hi Chris,

thanks, that worked. Now (I think) I understand what that sentence in the documentation meant.
Helder

On Friday, February 20, 2015 at 4:27:18 PM UTC+1, Chris Torrence wrote:

> On Thursday, February 19, 2015 at 4:39:23 PM UTC-7, Helder wrote:

>> Hi,

>> I just thought that I found a bug, but then I thought about it again and well... I stopped after a while.

>> Can anybody explain me this:

>>

>> i = image(/test, image_dimensions=[500,500], dimensions=[500,500])

>> e1 = ellipse(0.5,0.5,major=0.5,minor=0.5, fill_transparency=50,fill_color='red',/norm,target=i, /relative)

>> e2 = ellipse(0.5,0.5,major=0.5,minor=0.5, fill_transparency=50,fill_color='yellow',/norm,target=i, /relative)

>>

>> now rescale the window and change the window aspect ratio (make it for example larger).

>>

>> e2 = ellipse(0.5,0.5,major=0.5,minor=0.5, fill_transparency=50,fill_color='yellow',/norm,target=i, /relative)

>>

>> I would have expected e1 and e2 to be the same. According to the documentation for target:

>> "Set this keyword to indicate that the input arguments are specified in normalized [0,1] coordinates, relative to the axis range of the TARGET's dataspace."

>>

>> What is the reason for this behavior? Bug or feature?

>>

>> Thanks,

>> Helder

>

> I think /NORM and /RELATIVE are mutually exclusive. Try getting rid of the /NORM for your two ellipse calls.

>

> -Chris
