
Subject: Re: cgImage and keep aspect ratio
Posted by [David Fanning](#) on Fri, 27 Mar 2015 22:19:27 GMT
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simulana@gmail.com writes:

>
> http://user.physics.unc.edu/~chaig/research/images/032715/2d_amr1-3_paper.png
>
> I have a strange sizing problem that is cropping up in cgImage. I could probably solve it with a creative use of P.MULTI, but I would prefer to keep control over the positioning in my image because of the colorbar. Here is my position data:
>
> position1 = [0.08,0.68,0.32,0.98]
> position2 = [0.35,0.68,0.59,0.98]
> position3 = [0.62,0.68,0.86,0.98]
> position4 = [0.08,0.35,0.32,0.65]
> position5 = [0.35,0.35,0.59,0.65]
> position6 = [0.62,0.35,0.86,0.65]
> position7 = [0.08,0.03,0.32,0.33]
> position8 = [0.35,0.03,0.59,0.33]
> position9 = [0.62,0.03,0.86,0.33]
> xsizecm = 85
> ysizecm = 110
>
> I really don't know what size the outputs are from cgImage, but I was kind of hoping that giving them all the same physical dimensions and using /KEEP_ASPECT_RATIO would make it all shake out correctly. But why are just the first and third in the rows given odd sizing?
>
> Many thanks if you can solve this puzzler.

I'd use cgLayout to solve this problem. :-)

Cheers,

David

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David Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
