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Subject: Re: help with cgDrawVectors

Posted by [David Fanning](#) on Tue, 16 Jun 2015 00:26:01 GMT

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g.nacarts@gmail.com writes:

```
> I have an image 216x216. I wanted to overplot on that image the vectors.
>
> Below it's my code
>
> vector_size = fltarr(20,20)
> dims_i_need = size(vector_size, /Dimensions)
> posx = Rebin(Findgen(dims_i_need[0]), dims_i_need[0], dims_i_need[1])
> posy = Rebin(Reform(Findgen(dims_i_need[1]), 1, dims_i_need[1]), dims_i_need[0],
> dims_i_need[1])
>
> cgDisplay, 100,100
> cgimage, image
> cgDrawVectors, Vx, Vy, posx, posy, /ORDERED, overplot = 1
>
> The problem is that the vectors are not plotted at the whole image but at a part of the image.
> posx and posy are positions arrays. If the image is [216,216] and the vectors have dimensions
> [20,20] how we can plot this on top of the whole image?
```

You need to set up the appropriate coordinate system (probably through a set of axes) for your image, in order for your vectors to be draw on top of it in that coordinate system.

Cheers,

David

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

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

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