
Subject: Re: Virtues of normalized coordinates
Posted by [Craig Markwardt](#) on Thu, 26 Aug 1999 07:00:00 GMT
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davidf@dfanning.com (David Fanning) writes:

> Andy Loughe (afl@cdc.noaa.gov) writes:

>

>> I really don't understand this sentiment. Data coordinates have always
>> worked well for me when placing text, colorbars, etc. around a plot that
>> needs such enhancements. If these things need to "hug" the plot, why
>> use normalized coordinates?

Another good reason for normalized coordinates is when you want to lay
an image onto an existing plot window. If you use

PLOT, ... POSITION=...

to start with then you can place the image easily using David's
TVIMAGE program. Otherwise, getting a match-up is truly hellish.

Criag

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Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response

Subject: Re: Virtues of normalized coordinates
Posted by [davidf](#) on Thu, 26 Aug 1999 07:00:00 GMT
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Andy Loughe (afl@cdc.noaa.gov) claims he is confused by
my simple, declarative sentence:

>> Uh, normalized coordinates. All the time. Every time. Every where. :-)

Actually, I was confused for a moment, too, about whether it
should be "Everytime" and "Everywhere". I finally decided to
write it the way I did, so that the "every" would come out
loud and clear. :-)

He elaborates:

> I really don't understand this sentiment. Data coordinates have always
> worked well for me when placing text, colorbars, etc. around a plot that

- > needs such enhancements. If these things need to "hug" the plot, why
- > use normalized coordinates?

Data coordinates are not a bad fall-back if you are working with, say, a single plot in the display window. But when you are trying to do more complicated things, they get harder to keep track of. (Let's see, if I want to write some text in this place over here between two plots, is that the data coordinate space of the first plot, or the second? Humm.) Normalized coordinates is normalized coordinates. Every where. Every time. And once you learn "0 to 1" there isn't much more you need to know about the concept. :-)

- > I have also been a proponent of !p.multi
- > with careful attention to margin settings... this may also make me a
- > heretic to some developers. Someone please teach me why I should not
- > disdain the use of "convert_coord" and "position=[*,*,*,*]"!

Uh, aren't those POSITION values in normalized coordinates?
Wonder why that is. :-)

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155
