
Subject: Virtues of normalized coordinates

Posted by [Andy Loughe](#) on Thu, 26 Aug 1999 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

David Fanning wrote:

>

> Barbara A Cohen (bcohen@lpl.arizona.edu) writes:

>

>> Hi, I have been using idl for about a year on a UNIX system, where I output

>> everything to a postscript file, looked at the postscript, and made

>> adjustments as necessary to xyouts, etc. I have just gotten idl for

>> my Mac and of course can't do things that way. I tried installing

>> GhostScript but it makes my computer crash every time. What I'd like

>> to do is have a display window that at least positions everything the way

>> it will come out when I write to postscript. As it is now, the positions

>> and thicknesses are all weird. I'm sorry if this is an old question

>> but does anyone know how to deal with the Mac display windows?

>

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

>

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? 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=[*,*,*]"!

My \$.02

--

Andrew F. Loughe | email: afl@cdc.noaa.gov

NOAA-CIRES CDC Mail Code: R/E/CD1 | www :

<http://www.cdc.noaa.gov/~afl>

325 Broadway | voice: (303)497-6211

Boulder, CO 80303-3328 | fax : (303)497-7013

"I do not feel obliged to believe that the same God who has endowed us with

sense, reason, and intellect has intended us to forego their use."

-Galileo
