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Subject: rotating plots

Posted by [Stuart Colley](#) on Fri, 25 Feb 2000 08:00:00 GMT

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Does anyone know of a simple way to rotate a normal line plot through 90 degrees, such that the x-axis is now in the y direction and the y-axis in the x direction.

cheers,  
S

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Subject: Re: rotating plots

Posted by [Stuart Colley](#) on Fri, 25 Feb 2000 08:00:00 GMT

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On Fri, 25 Feb 2000, Pavel Romashkin wrote:

> Will changing the order of X and Y in the PLOT command work?

>

That did the trick, I'd never have guessed it would be as obvious as that though.

thanx  
S

---

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Please reply in plain text ONLY: MS Word, html, etc, are automatically sent to /dev/null (i.e. deleted).

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Subject: Re: rotating plots

Posted by [Pavel Romashkin](#) on Fri, 25 Feb 2000 08:00:00 GMT

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Will changing the order of X and Y in the PLOT command work?

Cheers,  
Pavel

Stuart Colley wrote:

>

> Does anyone know of a simple way to rotate a normal line plot through 90

---

> degrees, such that the x-axis is now in the y direction and the y-axis in  
> the x direction.

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Subject: Re: rotating plots

Posted by [Rob\[1\]](#) on Fri, 28 Jan 2005 01:56:04 GMT

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Hi,

Can anyone tell me an easy way in direct graphics to rotate a line plot counter-clockwise by 90 degrees so that the x axis is now in the positive y direction and the y axis is now in the negative x direction? Simply swapping the x and y vectors in the PLOT command doesn't quite do it.

Thanks,

Rob

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Subject: Re: rotating plots

Posted by [David Fanning](#) on Fri, 28 Jan 2005 02:13:08 GMT

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Rob writes:

> Can anyone tell me an easy way in direct graphics to rotate a line plot  
> counter-clockwise by 90 degrees so that the x axis is now in the  
> positive y direction and the y axis is now in the negative x direction?  
> Simply swapping the x and y vectors in the PLOT command doesn't quite  
> do it.

The simplest way (used by a lot of astrophysicists, it turns out) is to output to PostScript instead of to the display, then just give the page a sort of "twist". Or, alternatively, I think you can crink your neck around a quarter turn.

But that is about the size of it in IDL, I'm afraid. ;-(

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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Subject: Re: rotating plots

Posted by [war](#) on Fri, 28 Jan 2005 02:16:42 GMT

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Rob wrote:

> Hi,  
>  
> Can anyone tell me an easy way in direct graphics to rotate a line plot  
> counter-clockwise by 90 degrees so that the x axis is now in the  
> positive y direction and the y axis is now in the negative x direction?  
> Simply swapping the x and y vectors in the PLOT command doesn't quite  
> do it.  
>  
> Thanks,  
>  
> Rob  
>  
Might help as a starting point

```
b=randomu(n,10)
x=indgen(10)
window, 0 & plot, x, b
window, 1 & plot, b, x, xrange= [1,0]
```

Andry

---

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Subject: Re: rotating plots

Posted by [Rob\[1\]](#) on Fri, 28 Jan 2005 02:24:33 GMT

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That's what I was looking for Andry. The simplicity speaks for itself...especially when I just spent the last 1/2 hour working with !P.T and T3D (and it still looked a lot worse than your solution). Thanks!

Rob

Andry William wrote:

> Rob wrote:  
>> Hi,  
>>  
>> Can anyone tell me an easy way in direct graphics to rotate a line  
plot  
>> counter-clockwise by 90 degrees so that the x axis is now in the  
>> positive y direction and the y axis is now in the negative x  
direction?  
>> Simply swapping the x and y vectors in the PLOT command doesn't

quite  
>> do it.  
>>  
>> Thanks,  
>>  
>> Rob  
>>  
> Might help as a starting point  
>  
> b=randomu(n,10)  
> x=indgen(10)  
> window, 0 & plot, x, b  
> window, 1 & plot, b, x, xrange= [1,0]  
>  
> Andry

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Subject: Re: Rotating plot  
Posted by [David Fanning](#) on Thu, 07 Feb 2008 01:23:56 GMT  
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hazel writes:

> Hi all,  
>  
> I have question pertaining to a 'would like to have - I'm sure IDL  
> does it somehow' plot format.  
>  
> I would like to plot 2 plots side by side (I can do this).  
>  
> The first is Plot, x, y. The second is a histogram of number of  
> samples vs. y which I would like to rotate so that the y axes of both  
> plots are aligned.  
>  
> I'm currently doing:  
>  
> !P.MULTI=[0,2,1]  
> set\_plot, 'ps'  
>  
> DEVICE,FILENAME='plot.ps',/landscape, XSIZE=24.0, YSIZE=10.0, /cm  
> ; translation  
> and ;counterclockwise rotation about the z axis  
> plot,x, y  
>  
> HIST\_PLOT, y ; (Thank-you, Liam - a lifesaver)  
>  
> (Within which:  
>

```
> plot, x,y, /T3D)
>
>
> But my plot rotates correctly but looks very squashed and elongated,
> yet I've not touched the dimensions of the plot (to my knowledge).
```

You are asking too much of !P.MULTI. It needs you to leave \*everything\* up to it. When you throw T3D in there, you totally screw up the system variables !P.MULTI requires. You will want to position your plots with the position keywords and NOERASE. Leave !P.MULTI out of it. :-)

Something like this:

```
data = fix(randomu(seed, 100) * 10)
plot, data, position=[0.1, 0.1, 0.6, 0.9]
T3D, /RESET, TRANS=[0.0, -1.0, 0.0], ROT=[0,0,90]
plot, histogram(data), /noerase, $
  position = [0.1, 0.1, 0.9, 0.3], /T3D
```

I couldn't find Liam's Hist\_Plot. Have you seen my HistoPlot?

```
IDL> Histoplot, Fix(RandomU(seed, 200)*20), $
      POLYCOLOR=['charcoal', 'steel blue'], /FILLPOLYGON
```

You can find more about it here:

[http://www.dfanning.com/graphics\\_tips/histoplot.html](http://www.dfanning.com/graphics_tips/histoplot.html)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sevore ma de ni thui. ("Perhaps thou speakest truth.")

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