
Subject: Re: IDLgrROI and normalized coords
Posted by [promashkin](#) on Mon, 11 Sep 2000 18:01:15 GMT
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Sorry, folks. I tried to read this after I posted it and it is absolutely incomprehensible. Let me try again:

What I mean is this. If I set the X and Y arrays in IDLgrROI as normalized data, the object is displayed properly no matter what the settings of *coord_conv are. If I use X and Y in data coordinates, and set the *coord_conv keywords (just like for the rest of object graphics atoms), the IDLgrROI seems to ignore the scaling and displays just as it would if *coord_conv were all set to [0, 1], i.e., if the data values are >1, they disappear from the screen.

Sincerely,
Pavel

P. S. I guess, I need to disappear again and attend that language school :-)

Subject: Re: IDLgrROI and normalized coords
Posted by [promashkin](#) on Mon, 11 Sep 2000 20:08:46 GMT
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Ok, I found it on Deja. Its a bug. Never mind the question.
Thanks,
Pavel

Pavel Romashkin wrote:

>
> Hi,
> Is IDLgrROI insensitive to *coord_conv keywords? I tried to set them to
> all kinds of things, but nothing seems to make the object to actually
> use the conversion. I checked the object and the *coord_conv do get set,
> but displaying does not change at all.
> What I mean is this. Unless I pass the X and Y arrays to it only as
> normalized data, the IDLgrROI gets displayed properly no matter what the
> settings of *coord_conv are. If I pass the data in data coordinates, and
> set the *coord_conv keywords (just like for the rest of object graphics
> atoms), the ROI object seems to ignore the scaling and displays just as
> it would if *coord_conv were all set to [0, 1], i.e., if the data values
> are >1, they disappear from the screen.
> I would appreciate any advice (preferably leading to the answer :-).
> Sincerely,
> Pavel
