
Subject: Re: plot a square.

Posted by [Craig Markwardt](#) on Fri, 20 Oct 2000 07:00:00 GMT

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Peter Brooker <ra5589@email.sps.mot.com> writes:

```
> Assume that I have the following data
> x=[0,1,1,0]
> y=[0,0,1,1]
>
> this defines a square.
>
> plot,x,y
>
> results in a "non-square" plot.
>
> Is there an easy way to tell IDL to adjust the window size so that the
> square will plot as a square on my screen?
```

Did you mean:

```
window, win, 100, 100
```

Or, will this get you started?

```
plots, [0,100,100,0], [0,0,100,100], /device
```

The device keyword forces the operation to occur in pixel space.
Since your coordinate axes don't seem to matter to you, this is
probably the best option. Note you can get the display size in pixels
from the !D system variable, in case you need to scale accordingly.

Craig

--

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

Subject: Re: plot a square.

Posted by [davidf](#) on Fri, 20 Oct 2000 07:00:00 GMT

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This works in any size window:

```
Plot, x, y, Position=Aspect(1.0)
```

You can find ASPECT.PRO on my web page:

<http://www.dfanning.com/programs/aspect.pro>

Cheers,

David

--

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

Subject: Re: plot a square.

Posted by [Ben Tupper](#) on Sat, 21 Oct 2000 07:00:00 GMT

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```
<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
```

```
<html>
```

```
Hello,
```

```
<p>You might try the ISOTROPIC keyword to plot.
```

```
<p>From the online help.
```

```
<blockquote TYPE=CITE>
```

```
<pre>ISOTROPIC
```

Set this keyword to force the scaling of the X and Y axes to be equal.

Note - The X and Y axes will be scaled isotropically and then fit within

the rectangle defined by the POSITION keyword; one of the axes may be shortened.

See POSITION for more information.

Note that the window size is not adjusted, rather the axes are.
Ben
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Ben Tupper
248 Lower Round Pond Road
POB 106
Bristol, ME 04539
Tel: (207) 563-1048
Email: PemaquidRiver@tidewater.net
