
Subject: Re: Landscape plots the other way up...?
Posted by [runarj](#) on Mon, 18 Apr 1994 17:28:35 GMT
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In article <1994Apr18.132603.22026@oxvaxd>, atmnlj@vax.oxford.ac.uk writes:
> A friend of mine is producing postscript output from IDL with DEVICE,/LANDSCAPE
> which rotates the plot through 270 degrees. However, he would prefer it to
> rotate it through 90 degrees. Has anyone found a way to do this (without just
> editing the postscript)?
>
> Thanks in advance
>
> Nathaniel Livesey
> Dept. of Atmospheric Physics
> Oxford, UK.

You might find that Question/Answer 13 in the FAQ (eg comp.lang.idl-pvwave faq)
is what you need. I'm not gonna quote it, because several examples are given
and in addition there is a text page describing what is happening both when
you turn your plot on paper and screen

I found a sample of the faq (using WWW) at
<ftp://rtfm.mit.edu/pub/usenet/comp.lang.idl-pvwave/>

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Subject: Re: Landscape plots the other way up...?
Posted by [atmnlj](#) on Tue, 19 Apr 1994 16:21:42 GMT
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In fact Section 13 of the FAQ contains a question on 'Does case matter in IDL?'
Section 14 mentions DEVICE,/LANDSCAPE but contains no information of any real
use for the issue at hand.

Has anyone got any better suggestions?

Nathaniel Livesey
Atmos, OX as above.

Subject: Re: Landscape plots the other way up...?
Posted by [thompson](#) on Wed, 20 Apr 1994 13:49:36 GMT
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atmnjl@vax.oxford.ac.uk writes:

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> Atmos, OX as above.

You might try something like the following:

```
!P.T = [[0,-1,0,1],[1,0,0,0],[0,0,1,0],[0,0,0,1]]  
!P.T3D = 1  
!P.NOCLIP = 1
```

Actually, rather than setting !P.NOCLIP=1, it would be better to calculate what the correct coordinates for !P.CLIP would be, based on !P.XMARGIN, !P.YMARGIN, !P.CHARSIZE, etc. I'll leave that part up to you to work out. :^)

Bill Thompson
