
Subject: Re: Widget_draw coordinates?

Posted by [David Fanning](#) on Fri, 29 Jul 2005 17:21:58 GMT

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

b_efremova@yahoo.com writes:

- > Can somebody tell me how can I obtain x and y coordinates in data
- > units, when using the widget_draw.
- > The events have X and Y fields, but their values are only in pixels
- > or inches, and I don't see an option for them to be in the data
- > coordinate units.

```
c = Convert_Coord(event.x, event.y, /Device, /To_Data)
x = c[0,0]
y = c[1,0]
```

Just be sure you *have* a data coordinate system established when you do the conversion! Typically, you save !X, and !Y from a PLOT command and restore them before the conversion takes place. Or, this occurs just after a PLOT, CONTOUR, SURFACE, etc.

```
!X = info.bang_x
!Y = info.bang_y
c = Convert_Coord(event.x, event.y, /Device, /To_Data)
x = c[0,0]
y = c[1,0]
```

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Subject: Re: Widget_draw coordinates?

Posted by [David Fanning](#) on Fri, 29 Jul 2005 17:42:36 GMT

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

David Fanning writes:

- > Just be sure you *have* a data coordinate system established
- > when you do the conversion! Typically, you save !X, and !Y
- > from a PLOT command and restore them before the conversion
- > takes place. Or, this occurs just after a PLOT, CONTOUR,

> SURFACE, etc.

See ZPLOT for an example of how this is done, if you don't understand how to set up a data coordinate system:

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

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Subject: Re: Widget_draw coordinates?

Posted by b_efremova@yahoo.com on Fri, 29 Jul 2005 18:01:12 GMT

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

Thanks!

Actually, what I'm trying to write is that your ZPLOT does.

So, now I can see how humble my attempt is. Thanks for that too....!
