
Subject: imagen con ejes

Posted by [hernan](#) on Fri, 16 Sep 2005 15:14:37 GMT

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Necesito ayuda para modificar este ejemplo (tomado del Zoom in on data, 14 May 1998 07:50) de forma que al escoger una porcion de la imagen este la muestre con sus valores de eje. Gracias.

```
.***** *
;
PRO mapEspectro_Widget_Events, event

; This is the event handler for the draw widget graphics window.
; Deal only with DOWN, UP, and MOTION events.
IF event.type GT 2 THEN RETURN
; Get the info structure.
Widget_Control, event.top, Get_UValue=info, /No_Copy
; What kind of event is this?
eventTypes = ['DOWN', 'UP', 'MOTION']
thisEvent = eventTypes[event.type]
CASE thisEvent OF
'DOWN': BEGIN
; Turn motion events on for the draw widget.
Widget_Control, info.drawID, Draw_Motion_Events=1
; Create a pixmap. Store its ID. Copy window contents into it.
Window, /Free, /Pixmap, XSize=info.xsize, YSize=info.ysize
info.pixID = !D.Window
Device, Copy=[0, 0, info.xsize, info.ysize, 0, 0, info.wid]
; Get and store the static corner of the box.
info.sx = event.x
info.sy = event.y
ENDCASE
'UP': BEGIN
; Erase the last box drawn. Destroy the pixmap.
WSet, info.wid
Device, Copy=[0, 0, info.xsize, info.ysize, 0, 0, info.pixID]
WDelete, info.pixID
; Turn draw motion events off.
; Clear any events queued for widget.
Widget_Control, info.drawID, Draw_Motion_Events=0, Clear_Events=1
; Order the box coordinates.
sx = Min([info.sx, event.x], Max=dx)
sy = Min([info.sy, event.y], Max=dy)
; Make sure there was a drag, or just zoom out to
; full size.
print, dx, sx, dy, sy
IF Abs(dx - sx) LT 10 OR Abs(dy - sy) LT 10 THEN BEGIN
CONTOUR, INFO.z, /XSTYLE, /YSTYLE
ENDIF ELSE BEGIN
```

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        ; Convert the coordinates to map data coordinates.
!X = info.xscale
!Y = info.yscale
!Map = info.map
latlon = Convert_Coord([sx,dx],[sy,dy], /Device,/To_Data)
loncenter = ((LATLON[0,1] - LATLON[0,0]) / 2.0) + LATLON[0,0]
latcenter = ((LATLON[1,1] - LATLON[1,0]) / 2.0) + LATLON[1,0]
        ; Draw the map.
CONTOUR, INFO.z, XRANGE = [LATLON[0,0],LATLON[0,1]], $
YRANGE = [LATLON[1,0],LATLON[1,1]], /XSTYLE, /YSTYLE
ENDELSE
        ; Update the data scaling parameters.
info.xscale = !X
info.yscale = !Y
info.map = !Map
ENDCASE
'MOTION': BEGIN
        ; Here is where the actual box is drawn and erased.
        ; First, erase the last box.
WSet, info.wid
Device, Copy=[0, 0, info.xsize, info.ysize, 0, 0, info.pixID]
        ; Get the coordinates of the new box and draw it.
sx = info.sx
sy = info.sy
dx = event.x
dy = event.y
PlotS, [sx, sx, dx, dx, sx], [sy, dy, dy, sy, sy], /Device, $
Color=info.boxColor
ENDCASE
ENDCASE

        ; Store the info structure.
Widget_Control, event.top, Set_UValue=info, /No_Copy
END
;-----

```

PRO mapEspectro

```

xsize = 500
ysize = 500
nn=384
x=findgen(nn)-(nn-1.)/2.
y=x
z=fltarr(nn,nn)

for i=0,(nn-1) do begin

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    for j=0,(nn-1) do begin
      z(i,j)=sqrt(x(i)^2+y(j)^2)
    endfor
  endfor

  ; Create the TLB.
  tlb = Widget_Base(Title='Zooming into Map Example Program')
  ; Create the draw widget graphics window. Turn button events ON.
  drawID = Widget_Draw(tlb, XSize=xsize, YSize=ysize, Button_Events=1, $
    x_scroll_size = 350, y_scroll_size = 350)
  ; Realize widgets and make draw widget the current window.
  Widget_Control, tlb, /Realize
  Widget_Control, drawID, Get_Value=wid
  WSet, wid
  ; Load drawing color and display the initial map projection.
  boxColor = !D.N_Colors-2
  device, decomposed = 0
  PX = !X.WINDOW * !D.X_VSIZE
  PY = !Y.WINDOW * !D.Y_VSIZE
  SZ = SIZE(z, /dimensions)
  print, px, py
  TVSCL, z, PX[0], PY[0]
  contour,z,x,y, XSTYLE = 1, YSTYLE = 1, $
  /DEVICE, /noerase, /nodata, $
  POSITION = [PX[0], PY[0], PX[0]+SZ[0]-1, PY[0]+SZ[1]-1]

  ; Create an "info" structure with information to run the program.
  info = { wid:wid, $      ; The window index number.
    drawID:drawID, $    ; The draw widget identifier.
    z:z, $              ; La matriz
    pixID:-1, $         ; The pixmap identifier (undetermined
now).
    xsize:xsize, $      ; The X size of the graphics window.
    ysize:ysize, $      ; The Y size of the graphics window.
    sx:-1, $            ; The X static corner of the box.
    sy:-1, $            ; The Y static corner of the box.
    xscale:!X, $        ; The X data scaling parameters.
    yscale:!Y, $        ; The Y data scaling parameters.
    map:!Map, $         ; The map scaling parameters.
    boxColor:boxColor } ; The rubberband box color.
  ; Store the info structure.
  Widget_Control, tlb, Set_UValue=info, /No_Copy
  ; Start the program going.
  XManager, 'mapEspectro', tlb, /No_Block, $
    Event_Handler='mapEspectro_Widget_Events'
  END

```
