Subject: Re: axes on an image(FAQ?)
Posted by tonym on Tue, 08 Nov 1994 17:50:34 GMT
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I had to do this for our global maps. I think the way I did
it was to use the plot routine. The plot routine sets up the
relationship between the physical coordinates and the screen
coordinates (note: the axis routine alone will not do this).

Use the plot routine with the /NODATA keyword to set up the
axes. Then, simply place your image within the axes. The
IDL system variables can tell you where the limits of the
graph are (both in normalized or pixels or convert using
convert_coord etc). Look at the various !p variables.
Note that you will want to make the image size match the
plot size.

As I recall, you will have to manually place the image
where you want it. This is part of the TVSCL routine:
two of the keywords can be used to specify the lower left
corner of the image (pixel units = physical coords).

-Tony
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Subject: How to calculate z=f(x,y) with loops
Posted by buteau on Wed, 09 Nov 1994 08:31:05 GMT
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I need to calculate the value of z=f(x,y) .
Z is a 2D array (fltarr(n,n)).
X and Y are the X and Y indices of this array.

I'd like to calculate :

```
for y=0,n-1 do begin
 for x=0,n-1 do begin
  z(x,y)=...a function of X and Y (the function can be
    of any kind)
 endfor
endfor
```

But I'would like to do it without (or with only one) for loops
for performance consideration.

Has somebody an idea ??