
Subject: Re: Q: square plots in IDL
Posted by [bowman](#) on Mon, 28 Nov 1994 14:46:19 GMT
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In article <3bc67s\$6em@info.estec.esa.nl>, gvacanti@ests2.estec.esa.nl
(Giuseppe Vacanti) wrote:

> Hello-
>
> I would like to plot data so that the aspect ratio of the plot is
> equal to 1 (a circle would actually be a circle on paper, and not
> an ellipse, as it is in my IDL documentation). I have played with
> various key-words but I don't seem able to get it right.
>
> Any input is welcome.
> Thanks,

This works for me:

```
PRO SET_ASPECT, aspect, MARGIN = margin
```

```
; This program sets the plot position, !P.POSITION  
; to ensure the desired aspect ratio for the final  
; plot with a margin on each side.
```

```
;Find the aspect ratio of the current window  
daspect = FLOAT(!D.Y_SIZE)/FLOAT(!D.X_SIZE)  
IF NOT KEYWORD_SET(margin) THEN margin = 0.05
```

```
IF(aspect LE daspect) THEN BEGIN  
  x0 = margin  
  y0 = 0.50 - (0.5 - margin)*(aspect/daspect)  
  x1 = 1.0 - margin  
  y1 = 0.50 + (0.5 - margin)*(aspect/daspect)  
ENDIF ELSE BEGIN  
  x0 = 0.50 - (0.5 - margin)*(daspect/aspect)  
  y0 = margin  
  x1 = 0.50 + (0.5 - margin)*(daspect/aspect)  
  y1 = 1.0 - margin  
ENDELSE  
!P.POSITION = [x0, y0, x1, y1]
```

```
RETURN  
END
```

Call it with aspect = 1.0. You can vary the margin as you wish.

Ken Bowman

P.S. As always, bug reports welcome.

--

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Subject: Re: Q: square plots in IDL
Posted by [sjt](#) on Mon, 28 Nov 1994 17:57:34 GMT
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Giuseppe Vacanti (gvacanti@ests2.estec.esa.nl) wrote:

: Hello-

: I would like to plot data so that the aspect ratio of the plot is
: equal to 1 (a circle would actually be a circle on paper, and not
: an ellipse, as it is in my IDL documentation). I have played with
: various key-words but I don't seem able to get it right.

: Any input is welcome.
: Thanks,

An initial point:

Unless you have made a square page with the WINDOW procedure or a
DEVICE call (depending on your device) avoid using procedures which set
up data coordinates implicitly (e.g. PLOT, SURFACE etc.).

Instead you will need to create your own plot transform.

1) Determine size of device each way in cm

$xcm = !d.x_size / \text{float}(!d.x_px_cm)$

$ycm = !d.y_size / \text{float}(!d.y_px_cm)$

2) Determine your scaling factor (user unit/cm)(assume xr, yr are the ranges
of x and y that you need).

$xscl = xr / xcm$

$yscl = yr / ycm$

$scl = xscl > yscl$

3) Define your plot transform (assume xm, ym are the minimum x and y you

want to plot)

```
!x.s = [-xm, 1.]/(scl*xcm)
```

```
!y.s = [-ym, 1.]/(scl*ycm)
```

This seemed to work when I tested it to plot a unit circle in an 800x437 pixel window using PLOTS

: --

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| "If all else fails--read the instructions!" | |

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