Subject: contiguous stacked plots
Posted by vek on Sat, 07 Jan 1995 05:39:19 GMT
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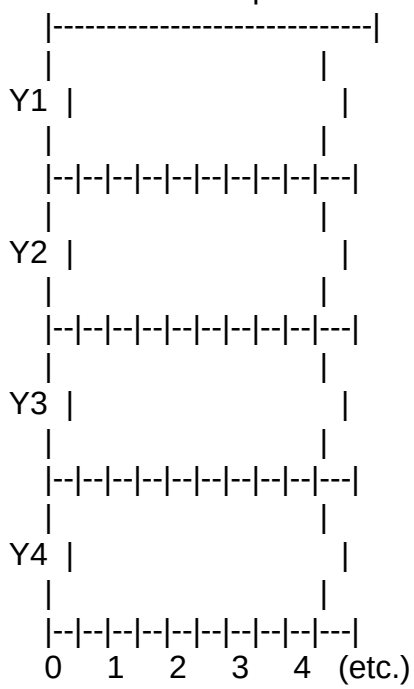
I want to make a plot of contiguous stacked plots, like so:



Any hints? I know it probably is a rather convoluted series of AXIS statements, but if I can save some time...

Thanks,
--
Vincent Kargatis -- Space Physics & |
Astronomy, Rice U., Houston, TX | A penny saved is ridiculous.
[vek@spacsun.rice.edu] |
[http://spacsun.rice.edu/~vek/vek.html] |

Subject: Re: contiguous stacked plots
Posted by sterne on Mon, 09 Jan 1995 22:55:17 GMT
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>>>> > "Vincent" == Vincent E Kargatis <vek@spacsun.rice.edu> writes:

Vincent> I want to make a plot of contiguous stacked plots,...

Vincent> Any hints? I know it probably is a rather convoluted series
Vincent> of AXIS statements, but if I can save some time...

Here is my entry in the stacked plots sweepstakes. This routine makes a "ladder" of plots, hence the name. See the header for calling sequence information. Make sure you also get the procedure ROUNDUP which follows LADDER below, and is optionally used to make the y-axis ranges a little prettier.

Phil

```
;+
; NAME:     LADDER
; PURPOSE: Graph one or more X-Y plots in separate vertical graphs with a
;         common X-axis to produce a "ladder" of X-Y graphs.
; CATEGORY: Display
; CALLING SEQUENCE: LADDER, A [, B, vinpos=vinpos, vpos=vpos, hplt=hplt,
;                         htotal=htotal, round=round,
;                         noerase=noerase,ppos=ppos]
;
; INPUTS:
;         A = an array or a vector.  If a vector, it specifies the values of
;         the X-axis for all the plots, and an input array B should also be
;         provided.  If A is an array, then A(*,0) is taken as the vector
;         specifying the X-axis and A(*,i) contains the y-values for the
;         i-th X-Y plot.
;
; OPTIONAL INPUT PARAMETERS:
;         B = an array which must be present if A is a vector.
;         B(*, i) contains the y-values for plot i+1.
;
; KEYWORD PARAMETERS:
;         ROUND: By default (round = 0), do not round up y-axis data
;         ranges to convenient values for each graph in the ladder.
;         Calling LADDER with the /ROUND keyword will round up the
;         data range for each graph in the ladder using ROUNDUP.
;
;         VINPOS:  Vector of dimension nplot+1 (nplot=number of plots)
;         specifying the vertical position of each plot in normalized
;         coordinates.  For plot i, vinpos(i-1) specifies the top and
;         vinpos(i) the bottom of the graph in normalized coordinates.
;         If VINPOS is not supplied, or is zero, appropriate values
;         are determined and returned through the VPOS keyword to
;         facilitate subsequent annotation.  If VINPOS is set, the PPOS
;         option is ignored.
;
;         VPOS:  On output, a vector specifying the vertical position of
;         each plot in normalized coordinates.  See VINPOS for more info.
```

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;
;         HPLT: Vector of dimension nplot containing the upper limit for
;         each plot.  If set, it takes precedence over ROUND.
;
;         HTOTAL: On output, contains the total height in DATA coordinates
;         of the entire ladder of plots.  Provided for use in subsequent
;         annotation.
;
;         NOERASE: If set, plot is put on same page as preceding plots.
;         Defaults to selecting a new page.
;
;         PPOS:  Vector of four components containing
;              [xmin,ymin,xmax,ymax] in normalized coordinates for the
;              position of the ladder plot.
;
;
; COMMON BLOCKS: None
; SIDE EFFECTS: Changes display.
; RESTRICTIONS: Requires function ROUNDUP to make convenient y-axis ranges.
; PROCEDURE: Check for consistency in input.  Determine height segment
;           for each plot, or use VPOS, if supplied.  Plot graphs.
; MODIFICATION HISTORY: Written by P.A. Sterne 6/1/1991 (sterne1@llnl.gov)
;                    PAS: Added optional vinpos. 5/17/93
;                    PAS: Added option ppos. 5/23/94
;-

PRO ladder, A, B, vinpos = vinpos, vpos = vpos, hplt = hplt, $
          noerase = noerase, htotal = htotal, round = round, ppos=ppos
  CASE n_params() OF
    1: BEGIN
      index = size(A)
      m = index(1)
      n = index(2)
      nplot = n-1
      B = A(*, 1:n-1)
      A1 = A(*, 0)
    END
    2: BEGIN
      x = size(a)
      IF x(0) NE 1 THEN BEGIN   ; check: first argument array or vector?
        print, $
          'ladder: first parameter must be a vector of X-coordinates'
        RETURN
      ENDIF

      index = size(B)
      nplot = index(2)
      IF index(1) NE x(1) THEN BEGIN ; check: dimensions A and B match?
```

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          print, $
            'ladder: mismatch in dimensions input parameters:'
          print, 'ladder: A(nx),B(nx,nplot)'
          RETURN
        ENDIF
        A1 = A
      END
    ENDCASE

    xrange = [min (A1), max (A1)]
    yst = 1
    xtickn = replicate('', 30)              ; If there is one plot, the
;                                   ; x tickmarks will appear.
    IF nplot GT 1 THEN xtickn = replicate(' ', 30)
;                                   ; Suppress x-tickmarks
    yminor = -1                         ; Suppress y minor tickmarks

    p = fltarr(nplot)
    h = fltarr(nplot)
    IF (size(hplt))(0)  EQ 1 THEN BEGIN ; is hplt defined and a vector?
      hnorm = hplt
    ENDIF ELSE BEGIN
      FOR i = 0, nplot-1 DO BEGIN
        h(i) = max (b(*, i))
      ENDFOR
      hnorm = h
      IF KEYWORD_SET(round) THEN BEGIN
        hn = sqrt(h/max(h))    ; magnify relatively smaller sections
        hnorm = roundup(hn*max(h)) ; make nice upper limits
      ENDIF
    ENDELSE
    htotal = total(hnorm)
    FOR i = 0, nplot-1 DO BEGIN      ; set the fraction of the total
      p(i) = [hnorm(i)/htotal*0.8]  ; graph area that each graph will
    ENDFOR                          ; get, normalized units.
    hmax = max(hnorm)
    pmax = max(p)
    psc = hmax/pmax

    IF keyword_set(ppos) THEN BEGIN ; scaling to range set by ppos
      pp0 =  [ppos(0), ppos(1), ppos(0), ppos(1)]
      pp1 =  [ppos(2), ppos(3), ppos(2), ppos(3)] - pp0
      px0 =  [0.2, 0.0, 0.8, 0.0]*pp1 + [pp0(0), 0.0, pp0(0), 0.0]
    ENDIF ELSE BEGIN
      pp0 =  [0.0, 0.0, 0.0, 0.0]
      pp1 =  [1.0, 1.0, 1.0, 1.0]
      px0 =  [0.1, 0.0, 0.9, 0.0]*pp1
;      px0 =  [0.0, 0.0, 1.0, 0.0]*pp1
```

```
  ENDELSE

  IF KEYWORD_SET(vinpos) THEN BEGIN    ; using vinpos
    pp0 =  [0.0, 0.0, 0.0, 0.0]
    pp1 =  [1.0, 1.0, 1.0, 1.0]
;    px0 =  [0.0, 0.0, 1.0, 0.0]*pp1
    px0 =  [0.1, 0.0, 0.9, 0.0]*pp1
    vpos = vinpos
  ENDIF ELSE BEGIN          ; set min,max for each graph (normal coords.)
    vpos = fltarr(nplot+1)
    vpos(0) = .9
    FOR i = 1, nplot DO BEGIN
      vpos(i) = [vpos(i-1)-p(i-1)]
    ENDFOR
    vpos =  vpos*pp1(1) + pp0(1)
  ENDELSE

  IF p(0) GE .25 THEN yticks = 0 ; if the graph is large, the ytickmarks
;                              ; will be set to the default
  IF (p(0) LT .25) AND (p(0) GT .15) THEN yticks = 2
;                                ; However, if the graph is
;                                ; smaller, the ytickmarks are set to 2
  IF p(0) LE .15 THEN yticks = 1       ; and if the graph is even smaller,
;                                ; the ytickmarks are set to 1
  plot, A1, B(*, 0), pos = px0 + [0.0, vpos(1), 0.0, vpos(0)], $
    yrange = psc*p(0)*[0, 1], ystyle = yst, xtickname = xtickn, $
    yticks = yticks, yminor = yminor, noerase = noerase
  IF nplot GT 1 THEN BEGIN
    FOR i = 1, nplot-1 DO BEGIN
      IF i EQ nplot-1 THEN xtickn = replicate('', 30)
      IF p(i) GE .25 THEN yticks = 0
      IF (p(i) LT .25) AND (p(0) GT .15) THEN yticks = 2
      IF p(i) LE .15 THEN yticks = 1
      plot, A1, B(*, i), pos = px0 + [0.0, vpos(i+1), 0.0, vpos(i)], $
       /noerase, yrange = psc*p(i)*[0, 1], ystyle = yst, $
       xtickname = xtickn, yticks = yticks, yminor = yminor
    ENDFOR
  ENDIF
  RETURN
END

function roundup, a
;
; NAME:
;  ROUNDUP
;
; FUNCTION:
;
```

```
; Round numbers up to the next highest "convenient" numbers.
; Mantissas for convenient numbers are given in increasing
; order in the array allowv.  The numbers in the array can be positive,
; negative or zero.  Positive numbers are rounded up, negative numbers
; are rounded down to a larger absolute value, and zero elements are
; left alone.
;
; INPUT:
;   a : Array of numbers to be rounded up (down for -ve numbers)
;
; OUTPUT:
;       b : Array of convenient output numbers.
;
;
arrayck = size(a)
if(arrayck(0) lt 1 ) then begin    ; check that
   print,'function roundup:  input must be an array' ; a is an
   return,0      ; array
endif
;
allowv =[1.2,1.5,2,2.5,3,4,5,6,8,10,12] ; output mantissas
incr = 1.05    ; multiply each input mantissa
;     ; by incr
;
index = where(a ne 0,count)  ; all non-zero elts. of a
if(count eq 0) then begin
   print,'all elements of the array a are zero'
   return,a
endif
;
al0 = a(index)     ; non-zero elts only
signa = al0/abs(al0)    ; sign of elts.
;
l10 = alog10(abs(al0))
expon = fix(l10)
indx1 = where(l10 lt 0,count1)
if count1 ne 0 then expon(indx1) = expon(indx1) - 1 ; correct exponent for
;       ; abs(a) < 1
;
rf10 = incr*10^(l10 - expon)                  ; 1 <= rf10 <= 10
n = size(allowv)
b1 = rf10
for i = 0,n(1)-1 do begin    ; work backwards
   indx = where(rf10 lt allowv(n(1)-1-i),count)  ; through allowv
   if count gt 0 then b1(indx) = allowv(n(1)-1-i)  ; set b1 = allowv
endfor       ; value if
;       ; rf10 < allowv
;
```

```
b1 = b1*10^float(expon)*signa   ; restore exponent & sign
b = a
b(index) = b1     ; put back zero elts
return,b
end
```

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