Subject: Re: How To Display Hinode Fits files Through IDL object Graphics Posted by Wout De Nolf on Thu, 29 Jan 2009 09:03:31 GMT

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On Thu, 29 Jan 2009 00:39:58 -0800 (PST), "shahmeet4@gmail.com" <shahmeet4@gmail.com> wrote:

> I want to display them using IDL object Graphics but it doesn't work > well.

You need to set an appropriate view volume: oView->SetProperty, VIEWPLANE_RECT=vRect, ZCLIP=zclip, EYE=eye

The "set_view" function will do this for you: set_view,oview,owindow

Look for "View Volume" in the manual for more information.

Subject: Re: How To Display Hinode Fits files Through IDL object Graphics Posted by shahmeet4@gmail.com on Thu, 29 Jan 2009 09:31:11 GMT View Forum Message <> Reply to Message

On Jan 29, 2:03 pm, Wox <s...@nomail.com> wrote:

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- > <shahme...@gmail.com> wrote:
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Thank You So Much Wox !!!
I was trying to sort out this problem since last 2 days

I was trying to sort out this problem since last 2 days and now finally your answer solved it out. Thank You Again!!

Subject: Re: How To Display Hinode Fits files Through IDL object Graphics Posted by pgrigis on Thu, 29 Jan 2009 17:58:40 GMT

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I'd like to point out, that you probably are better off using "index2map" and "plot_map" to display Hinode SOT filtergrams.

Ciao, Paolo

shahmeet4@gmail.com wrote:

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