
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

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

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Thank You So Much Wox !!!

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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