Subject: Re: NORMALIZE.pro strange behavior? Posted by David Fanning on Fri, 15 Jan 2010 02:54:12 GMT

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nata writes:

- > I want to plot, using object graphics, the following data:
- > xr = [0,10]
- > yr=[5,-5]
- > datax=findgen(10)
- datay=reverse(findgen(10)-5)

- > Using direct graphics I don't have any problem: PLOT, datax, datay,
- > xr=xr, yr=yr
- > Normally, when I use object graphics I use the normalize.pro function
- > from coyote's library. So, the same code to plot the data using object
- graphics should be this:

>

- > aa=OBJ NEW('IDLgrPlot')
- > aa->Setproperty, datax=datax, datay=datay, xr=xr, yr=yr, THICK=20
- > position=[10,90]
- > xs=NORMALIZE(xr, POSITION=position)
- > ys=NORMALIZE(yr, POSITION=position)
- > aa->SetProperty, xcoord_conv=xs, ycoord_conv=ys
- > XOBJVIEW, aa

>

- > Oups! what's happening here. There is no result...?? I think that
- > the problem is because my yrange is from a positive value to a
- > negative value.
- > Do you know what's happening here and how can I obtain the same result
- > as direct graphics?

This has absolutely nothing to do with Normalize (or FSC_Normalize, as it is known these days). It has to do with the fact that whoever designed the object graphics system had no idea someone would want to display reversed axes like this. :-(

http://www.dfanning.com/ographics tips/axis reverse.html

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/

Subject: Re: NORMALIZE.pro strange behavior? Posted by natha on Fri, 15 Jan 2010 15:45:34 GMT

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Sometimes IDL sucks, grahhrha%###@\$grhahr\$2HAHg@aaf##!

Thank you David for your help and for your contribution on the IDL community.

nata

Subject: Re: NORMALIZE.pro strange behavior? Posted by Jeremy Bailin on Sat, 16 Jan 2010 23:55:39 GMT View Forum Message <> Reply to Message

http://www.dfanning.com/ographics_tips/axis_reverse.html

Ye gods!!

Every now and then I think "maybe I should abandon direct graphics to embrace the power of object graphics". And then I read an article like that and I run screaming.

-Jeremy.