Subject: Re: overlaying two plots
Posted by cgguido on Thu, 04 Feb 2010 02:26:32 GMT

On Feb 3, 7:11 pm, "Mr.G" <gameplay...@gmail.com> wrote:
> Dear All,
>
> Say I have two set of data:
>
> (1)
> x=findgen(101)*0.5
> y=sin(x)
>
> (2)
> p=findgen(501)*2
> q=exp(-p/500)
>
> Now, I want to overlay
> "plot,x,y"
> and
> "plot,p,q"
> on the same plot.
>
> I can not use oplot, since if I:
> "plot,p,q
> oplot,x,y"
> I will get very funny plots.
>
> What I want is the figure has two axis:
> axis, xaxis=1,range=[0,50]
> then, oplot, x,y "as if the range determined by p q changed to [0,50]"
>
> Is that possible in IDL?
>
> G

Is this what you mean?

plot, p,q, xs=8, yr=[-1,1], color=fsc_color('green')
oplot, x/50*1000, y, color=fsc_color('blue')
axis, /noerase, /xaxis, xrange=[0,50], color=fsc_color('blue')

-Gianguido

Subject: Re: overlaying two plots
Posted by cgguido on Thu, 04 Feb 2010 18:54:58 GMT

> Is this what you mean?
>
> plot, p,q, xs=8, yr=[-1,1], color=fsc_color('green')
> oplot, x/50*1000, y, color=fsc_color('blue')
> axis, /noerase, /xaxis, xrange=[0,50], color=fsc_color('blue')
>
> -Gianguido

Btw, get fsc_color.pro and other excellent stuff at http://dfanning.com/
!

-Gianguido

Subject: Re: overlaying two plots
Posted by munka on Fri, 05 Feb 2010 00:40:19 GMT

On Feb 3, 7:11 pm, "Mr.G" <gameplay...@gmail.com> wrote:
> Dear All,
>
> Say I have two set of data:
>
> (1)
> x=findgen(101)*0.5
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>
> Is that possible in IDL?
>
> G

You could try doing

plot,p,q
plot,x,y,/noerase,ystyle=8,xstyle=8

The noerase keyword should simply plot one on top of the other... I
think the y/xstyle you want (it should not re-plot the axes). There
is a way to get the y-axis lable on the right side. Look up some
graphics keywords for plot.

Subject: Re: overlaying two plots
Posted by MarioIncandenza on Fri, 05 Feb 2010 16:02:24 GMT
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On Feb 3, 5:11 pm, "Mr.G" <gameplay...@gmail.com> wrote:
> What I want is the figure has two axis:
> axis, xaxis=1,range=[0,50]
> then, oplot, x,y "as if the range determined by p q changed to [0,50]"

AXIS has a /SAVE keyword. I think that's what you want.

Subject: Re: overlaying two plots
Posted by cgguido on Fri, 05 Feb 2010 16:42:42 GMT
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On Feb 3, 7:11 pm, "Mr.G" <gameplay...@gmail.com> wrote:
> What I want is the figure has two axis:

Some feedback would be nice... Have you solved your problem? Are we
missing the point?

Thanks,
G

Subject: Re: overlaying two plots
Posted by David Fanning on Fri, 05 Feb 2010 16:51:37 GMT
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Gianguido Cianci writes:

> Some feedback would be nice... Have you solved your problem? Are we
> missing the point?

I learned a long time ago it is best to ignore ill-formed
questions. You do all this guessing and work, and you
(usually) never hear from the guy again. People who can't
form questions, usually can't solve problems, and leave
programming pretty early in the game. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: overlaying two plots
Posted by David Fanning on Fri, 05 Feb 2010 16:57:36 GMT
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David Fanning writes:

> I learned a long time ago it is best to ignore ill-formed
> questions. You do all this guessing and work, and you
> (usually) never hear from the guy again. People who can't
> form questions, usually can't solve problems, and leave
> programming pretty early in the game. :-)

I should probably mention that I always give the benefit
of the doubt to people when it looks like English is not
their native language. It is difficult to distinguish
between non-native speakers and teenagers, but I try.

Cheers,

David

--
David Fanning, Ph.D.

Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")