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Subject: Re: How can I limit maximum value plotted with cgPlotS?

Posted by [David Fanning](#) on Tue, 06 Mar 2012 06:04:36 GMT

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Barry Lesht writes:

> I'm having a lot of fun with cgPlotS from David's Coyote graphics  
> library. Its very helpful to be able to assign colors to symbols  
> using data values, etc. However, I have had cases when, after setting  
> up a plot framework using the "cgPlot, XRANGE=[minx, maxx],  
> YRANGE=[miny, maxy], /NODATA" construct, some of the data values that  
> are plotted by subsequent calls to cgPlotS are larger than maxy and  
> still show up on the graph but above the axis limit. This is the kind  
> of thing that the traditional MAX\_VALUE parameter is supposed to  
> address, but MAX\_VALUE can't be passed to cgPlotS because its built  
> around PLOTS. I suppose I could test the data array before plotting  
> it and just not pass the offending values, but I was wondering if  
> there is some better way to address this problem. Thanks.

I would set NOCLIP=0 on the cgPlotS command. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: How can I limit maximum value plotted with cgPlotS?

Posted by [BLesht](#) on Tue, 06 Mar 2012 23:10:43 GMT

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>  
> I would set NOCLIP=0 on the cgPlotS command. :-)

Thanks, David. Why didn't I think of that??? Barry

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Subject: Re: How can I limit maximum value plotted with cgPlotS?

Posted by [David Fanning](#) on Tue, 06 Mar 2012 23:18:01 GMT

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Barry Lesht writes:

> Thanks, David. Why didn't I think of that???

Probably because the Coyote Graphics System seems miraculous, given some of the other graphics systems. Hard to believe you have to think about anything. ;-)

Cheers,

David

--

David Fanning, Ph.D.

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Seppure ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: How can I limit maximum value plotted with cgPlotS?

Posted by [Fabzi](#) on Wed, 07 Mar 2012 09:04:21 GMT

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On 03/07/2012 12:18 AM, David Fanning wrote:

> Probably because the Coyote Graphics System seems miraculous,  
> given some of the other graphics systems. Hard to believe you  
> have to think about anything. ;-)

I am a big fan of cg routines, but here I must add a word. One of the small problem of these routines is that they wrap the original IDL routines, and I've seen that for many students learning IDL this is a bit confusing: "should I read cgPlot documentation or IDL's plot documentation"?

For this specific post, for example, this is a plotS question, not a cgPlotS.

But, I agree, this is a *very* small drawback ;)

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Subject: Re: How can I limit maximum value plotted with cgPlotS?

Posted by [David Fanning](#) on Wed, 07 Mar 2012 13:30:29 GMT

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Fabien writes:

- > I am a big fan of cg routines, but here I must add a word. One of the
- > small problem of these routines is that they wrap the original IDL
- > routines, and I've seen that for many students learning IDL this is a
- > bit confusing: "should I read cgPlot documentation or IDL's plot
- > documentation"?
- > For this specific post, for example, this is a plotS question, not a
- > cgPlotS.
- >
- > But, I agree, this is a *\*very\** small drawback ;)

Yes, I agree. And if I was getting paid to do this, I would probably document and define every damn keyword. (Have I mentioned that I've grown very, very tired, indeed, of keyword inheritance?) But, spending weeks and weeks documenting keywords that get used once every 10 years seems *\*exactly\** like the kind of thing my wife is always warning me against. :-(

I could probably duplicate a help page of "graphics keywords", but this would be a re-hash of a page that already exists. And, Lord knows we don't want to encourage yet more documentation to go missing from the "official" documentation. Although maybe I should at least copy it. Taking it away from us may be the only thing that will get us to use the "new" graphics!

Cheers,

David

--

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

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