Subject: Position, normal coordinates, and multiple images
Posted by BLesht on Fri, 21 Feb 2014 18:43:16 GMT

This question undoubtedly illustrates my failure to understand graphic windows, etc. For an animation I'm working on I want to place two images (identically sized) side by side and leave room on the right for a color bar, on the bottom for a graphical elapsed time indicator, and on the top for other annotations. To do this, I was adapting another code that did the essentially same thing with a single image. My original code used cgImage with the POSITION parameter set to [0.1, 0.1, 0.8, 0.8] and normal coordinates for the color bar and other various annotations. Before I read the explanation of the position math (http://www.idlcoyote.com/tips/vaughan.html) I naively set the position parameter arrays for the two images I wanted side by side to [0.1, 0.1, 0.4, 0.8] and [0.4, 0.1, 0.8, 0.8] respectively which results in the second image being larger (28% of the window) than the the first (21% of the window). Before I go back to using device coordinates to place the two images, I was wondering if someone more clever than I had a suggestion for accomplishing this using normal coordinates.

Subject: Re: Position, normal coordinates, and multiple images
Posted by David Fanning on Fri, 21 Feb 2014 18:57:50 GMT

Barry Lesht writes:

> This question undoubtedly illustrates my failure to understand graphic windows, etc. For an animation I'm working on I want to place two images (identically sized) side by side and leave room on the right for a color bar, on the bottom for a graphical elapsed time indicator, and on the top for other annotations. To do this, I was adapting another code that did the essentially same thing with a single image. My original code used cgImage with the POSITION parameter set to [0.1, 0.1, 0.8, 0.8] and normal coordinates for the color bar and other various annotations. Before I read the explanation of the position math (http://www.idlcoyote.com/tips/vaughan.html) I naively set the position parameter arrays for the two images I wanted side by side to [0.1, 0.1, 0.4, 0.8] and [0.4, 0.1, 0.8, 0.8] respectively which results in the second image being larger (28% of the window) than the the first (21% of the window). Before I go back to using device coordinates to place the two images, I was wondering if someone more clever than I had a suggestion for accomplishing this using normal coordinates.

Oh, my God! I forgot to indicate that article was written tongue-in-cheek. :-)

Yes, your two images were sized differently because the left one used an X size of three normalize units, and the right one used an X size of four normalized units. I think if you matched one or the other of these, you would get *exactly* what you want. :-)

Cheers,

David

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

Subject: Re: Position, normal coordinates, and multiple images
Posted by BLesht on Fri, 21 Feb 2014 20:08:56 GMT
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What?? Tongue in cheek? I thought everything you wrote was to be taken as gospel. I'll give the coordinate change a try.

Subject: Re: Position, normal coordinates, and multiple images
Posted by BLesht on Fri, 21 Feb 2014 20:14:55 GMT
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Worked perfectly and (now that I think about it) makes sense. Thanks again.