
Subject: cglImage and keep aspect ratio

Posted by [simulana](#) on Fri, 27 Mar 2015 22:16:49 GMT

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http://user.physics.unc.edu/~chaig/research/images/032715/2d_amr1-3_paper.png

I have a strange sizing problem that is cropping up in cglImage. I could probably solve it with a creative use of P.MULTI, but I would prefer to keep control over the positioning in my image because of the colorbar. Here is my position data:

```
position1 = [0.08,0.68,0.32,0.98]
position2 = [0.35,0.68,0.59,0.98]
position3 = [0.62,0.68,0.86,0.98]
position4 = [0.08,0.35,0.32,0.65]
position5 = [0.35,0.35,0.59,0.65]
position6 = [0.62,0.35,0.86,0.65]
position7 = [0.08,0.03,0.32,0.33]
position8 = [0.35,0.03,0.59,0.33]
position9 = [0.62,0.03,0.86,0.33]
xsizecm = 85
ysizecm = 110
```

I really don't know what size the outputs are from cglImage, but I was kind of hoping that giving them all the same physical dimensions and using /KEEP_ASPECT_RATIO would make it all shake out correctly. But why are just the first and third in the rows given odd sizing?

Many thanks if you can solve this puzzler.

Subject: Re: cglImage and keep aspect ratio

Posted by [David Fanning](#) on Fri, 27 Mar 2015 22:19:27 GMT

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simulana@gmail.com writes:

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> Many thanks if you can solve this puzzler.

I'd use cgLayout to solve this problem. :-)

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.")
