
Subject: help with cgDrawVectors

Posted by [g.nacarts](#) on Mon, 15 Jun 2015 15:31:17 GMT

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Hi

I have an image 216x216. I wanted to overplot on that image the vectors.

Below it's my code

```
vector_size = fltarr(20,20)
dims_i_need = size(vector_size, /Dimensions)
posx = Rebin(Findgen(dims_i_need[0]), dims_i_need[0], dims_i_need[1])
posy = Rebin(Reform(Findgen(dims_i_need[1]), 1, dims_i_need[1]), dims_i_need[0],
dims_i_need[1])
```

```
cgDisplay, 100,100
cgimage, image
cgDrawVectors, Vx, Vy, posx, posy, /ORDERED, overplot = 1
```

The problem is that the vectors are not plotted at the whole image but at a part of the image. posx and posy are positions arrays. If the image is [216,216] and the vectors have dimensions [20,20] how we can plot this on top of the whole image?

Subject: Re: help with cgDrawVectors

Posted by [David Fanning](#) on Tue, 16 Jun 2015 00:26:01 GMT

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g.nacarts@gmail.com writes:

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>

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> vector_size = fltarr(20,20)

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> cgDisplay, 100,100

> cgimage, image

> cgDrawVectors, Vx, Vy, posx, posy, /ORDERED, overplot = 1

>

> The problem is that the vectors are not plotted at the whole image but at a part of the image.

> posx and posy are positions arrays. If the image is [216,216] and the vectors have dimensions [20,20] how we can plot this on top of the whole image?

You need to set up the appropriate coordinate system (probably through a set of axes) for your image, in order for your vectors to be draw on top of it in that coordinate system.

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: help with cgDrawVectors

Posted by [g.nacarts](#) on Tue, 16 Jun 2015 15:11:10 GMT

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I used the XRANGE and YRANGE keywords basically.

i.e. cgimage, image, xrange=[0,19], yrange=[0,19]

The vectors have size [20,20]. When I used xrange=[0,20] and yrange=[0,20] a very small part on the top and left side of the image was empty, so I reduce the max value to 19 but I am not sure whether this make sense or not.

Subject: Re: help with cgDrawVectors

Posted by [David Fanning](#) on Wed, 17 Jun 2015 01:57:55 GMT

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g.nacarts@gmail.com writes:

> The vectors have size [20,20]. When I used xrange=[0,20] and yrange=[0,20] a very small part on the top and left side of the image was empty, so I reduce the max value to 19 but I am not sure whether this make sense or not.

What would you need to know to make you sure?

Cheers,

David

--

David Fanning, Ph.D.

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