
Subject: Re: precisely specifying size of MAP (in IDL5)
Posted by [spenton](#) on Wed, 26 Mar 1997 08:00:00 GMT
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Greetings,

FYI, the IDL 5 behavior is to not include the extra 1% spacing around the perimeter of the map if the noborder keyword is set. Setting noborder=0 gets you the border, but no space. Setting noborder=1 gets you no border and no extra space.

```
if keyword_set(noborder) eq 0 then begin
; fudge is used to add a bit of spacing between the border and the
; extent of the map region. fudge of 0.01 indicates that the extra
; spacing (internal map margin) should be 1% of the original map extent.
;
; this extra space is now turned off when the noborder keyword is set
;
    fudge = 0.01
    :
endif
```

In article <1997Mar26.092026@boingo.gsfc.nasa.gov>

nick@boingo.gsfc.nasa.gov (Nick DiGirolamo) writes:

> In article <33380FFC.167EB0E7@igpp.llnl.gov>, Bruce Macintosh

> <bmac@igpp.llnl.gov> writes:

>>

> |> set_plot,'ps'

> |> device,xsize=5,ysize=5,/inches

> |>

> |> map_set,0.0,0.0,/ortho,position=[0.2,0.2,0.8,0.8],xmargin=0, ymargin=0,\$

> |> /isotropic,/noborder

> |> map_grid

> |> device,/close

> |> \$lpr idl.ps

> |>

> |> produces a globe somewhat more than 1/16" too small. If I hadn't

> |> specified /noborder, the outer box surrounding the map would have

> |> been 3" on a side...what I want is a way to get rid of the space

> |> between

> |> the map and that border. I know I could just measure the difference,

> |> but it seems to vary somewhat with different devices/map sizes/etc.

> |>

> |> Bruce

>

> this sounds like a problem i had a couple of years ago when idl version

> 4 came out. setting xmargin and ymargin to 0 no longer removed that

```

> space
> between the border and the map. i went back and forth with idl tech
> support on this. finally, i had to use my own copy of map_set, with a
> modification that allowed me to actually set xmargin and ymargin to 0.
> here's the section
> of map_set that was modified (all i did was set the fudge factor to 0
> if xmargin was set to [0,0], similarly for ymargin):
>
> .
> .
> .
> fudge = 0.01
> if (xmargin(0) eq 0 and xmargin(1) eq 0) then fudge = 0.
> if (xmargin(0) eq 0 and xmargin(1) eq 0) then print,'Using local
> map_set'
> eps = (umax - umin) * fudge ;Extend the axes by a Fudge factor
> umax = umax + eps
> umin = umin - eps
>
> fudge = 0.01 ;was 0.01
> if (ymargin(0) eq 0 and ymargin(1) eq 0) then fudge = 0.
> if (ymargin(0) eq 0 and ymargin(1) eq 0) then print,'Using local
> map_set'
> eps = (vmax - vmin) * fudge
> vmax = vmax + eps
> vmin = vmin - eps
> .
> .
> .
>
> hope this help,
> nick.
> --
>
>
>
> Nick DiGirolamo
> nick@boingo.gsfc.nasa.gov

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