
Subject: Re: !order

Posted by [mgs](#) on Tue, 19 May 1998 07:00:00 GMT

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In article <35623995.E5B3D072@nothing.net>, noname@nothing.net wrote:

> Hi,
>
> I think a don't understand very well the !order command. How can I
> develop a prog
> that will work fine on evry display? How can I check if the current
> screen is need
> !order = 0 or = 1?
>
> Thank for your help, I'm newbie
>
> Skiso

As you start your program or function you can get the value of the !Order variable, then set it to whatever you like. As you exit your program, be sure to set it back to the original value.

```
oldOrder = !Order ; get the current value
!Order = 1       ; set it to whatever you want
...              ; enter all of your program steps
!Order = oldOrder ; set the order value back to the original
```

--

Mike Schienle
mgs@sd.cybernex.net

Interactive Visuals
<http://ww2.sd.cybernex.net/~mgs/>

Subject: Re: !order

Posted by [davidf](#) on Tue, 19 May 1998 07:00:00 GMT

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noname@nothing.net (noname@nothing.net) writes:

> I think a don't understand very well the !order command.

Some people (and IDL) prefer that the 0th row and 0th column appear at the lower-left corner of the image. This is the convention used when !Order is set to 0. Other people (and most TIFF files) prefer that the 0th row and column appear in the upper-left corner of the image. This is the convention when !Order is set to 1. There are about as many people in the first group as there are in the group that says toe-may-toe. The other group says toe-mah-toe.

> How can I develop a prog
> that will work fine on evry display?

Give the users a way to switch if they don't like what they see. This is most often done with a keyword:

```
PRO MyFineProg, image, Order=order  
TV, image, Order=Keyword_Set(order)  
END
```

If someone runs your program:

```
IDL> MyFineProg, thisImage
```

and doesn't like what they see, they will run it like this next time:

```
IDL> MyFineProg, thisImage, /Order
```

> How can I check if the current screen is need
> !order = 0 or = 1?

You can't. It's not up to the screen. It's not even up to you. It is up to the user of your program. Just give them a way to do what they want to do.

You can find more good information about writing IDL programs on my web page and in my IDL Programming Techniques book.

Cheers,

David

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

Subject: !order
Posted by [noname](#) on Wed, 20 May 1998 07:00:00 GMT
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Skiso

Subject: Re: !order
Posted by [dlhopols](#) on Fri, 22 May 1998 07:00:00 GMT
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In article <6jv3si\$jrr@post.gsfc.nasa.gov>,
thompson@orpheus.nascom.nasa.gov (William Thompson) wrote:
>
> noname@nothing.net writes:
>
>> Hi,
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>> I think a don't understand very well the !order command. How can I
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I found it easier to ROTATE the original image so that its orientation matches the default. Setting and resetting the !order gets confusing.

Rose

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
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