Subject: oplot in normal coordinates?
Posted by luthi on Tue, 13 Jul 1999 07:00:00 GMT
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Hello

Just another problem with plotting: is it possible to oplot in normal coordinates?

plot, [0],[0],xrange=[-1,1],yrange=[-1,1]
oplot,[0.5],[0.5],psym=2,/normal

plots the symbol at (0.5,0.5) in data coordinates instead of somewhere around (0,0), which would be the appropriate place in normal coordinates. Am I overlooking something?

(btw.: PV-Wave 6.1, Solaris 2.6)

Cheers

Martin

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 ===

Subject: Re: oplot in normal coordinates?
Posted by steinhh on Wed, 14 Jul 1999 07:00:00 GMT
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In article <yfmn1x02tr8.fsf@aura.ethz.ch> luthi@aura.ethz.ch
(Martin LUETHI GL A8.1 2-4092) writes:

> Thank you for your answers! It is just confusing that the
> manual lists the /normal keyword for oplot, if it won't make
> any effect.

Sure it has an effect. For the CLIP keyword values.

> For illustration an excerpt from the online reference:
>
> ------

> Normal Keyword
>
> Indicates that the coordinates are in the normalized
> coordinate system and range from 0.0 to 1.0.
>
> When used with AXIS, CONTOUR, OPLOT, PLOT, SHADE_SURF, and
> SURFACE, indicates that the Clip and/or Position coordinates
> are in the normalized coordinate system and range from 0.0 to
> 1.0.
> ------
>
> How would you guess from this that this feature is not
> implemented? By the way: at least in PV-Wave the PLOT command
> understands the /normal keyword in conjunction with the
> position keyword, which is the only way to make good multiple
> plots (!p.multi is not flexible enough), especially a small
> plot (an overview map) inside of a larger (data) plot.

What do you mean, not implemented? As the documentation says,

   When used with [PLOT/OPLOT], it indicates that *clip* and/or
   position (keyword) coordinates are interpreted as normal
   coordinates.

Of course, for POSITION the default *is* normal coordinates,
but for CLIP the default is data coordinates.

Regards,

Stein Vidar