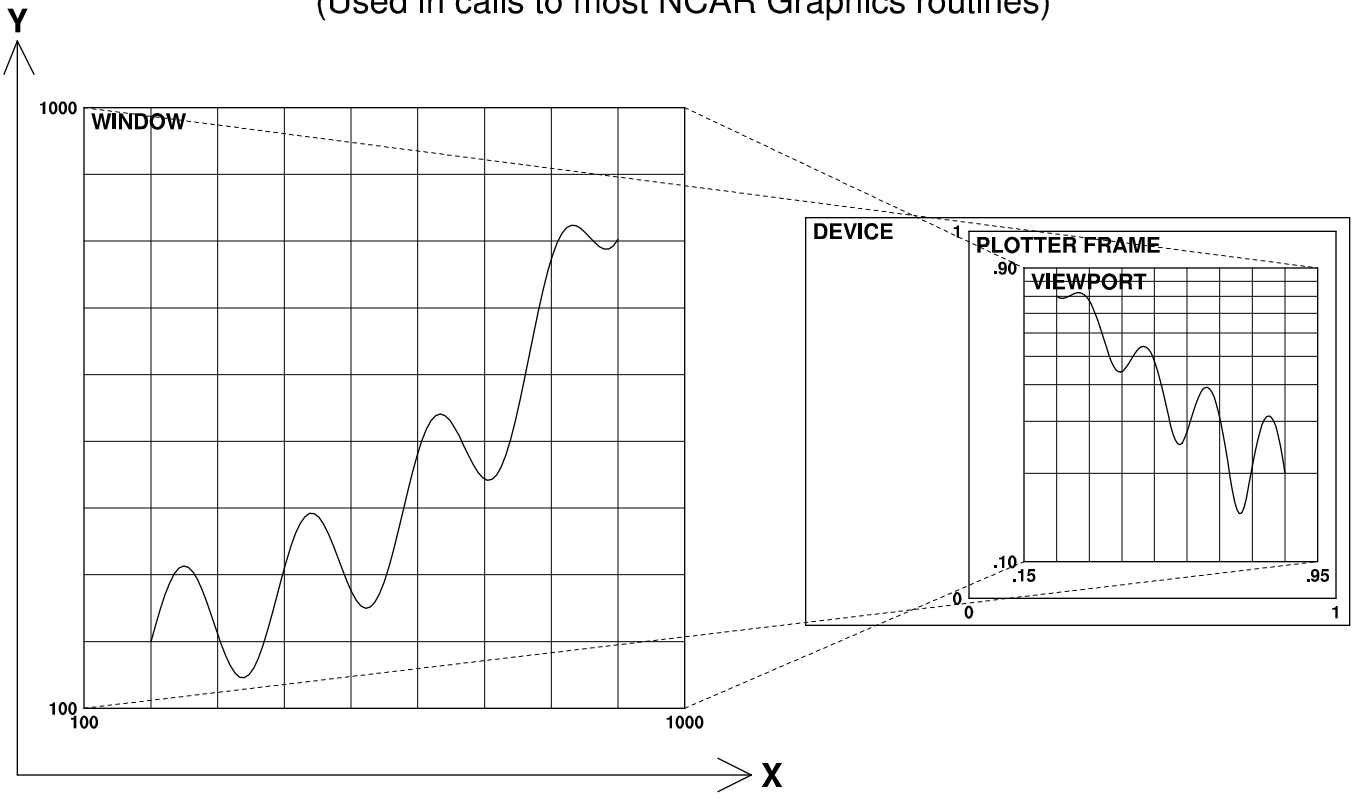
Mapping from a window in the user coordinate system to a viewport in the normalized device coordinate system using a transformation defined by calling SET

(Used in calls to most NCAR Graphics routines)



Assume a CALL SET (.15,.95,.10,.90,1000.,100.,100.,1000.,2).

The GKS viewport is: .15, .95, .10, .90

The GKS window is: 100., 1000., 2., 3.

The value of 'MI' is 3 (mirror-imaging of X's).

The value of 'LS' is 2 (log scaling of Y's).