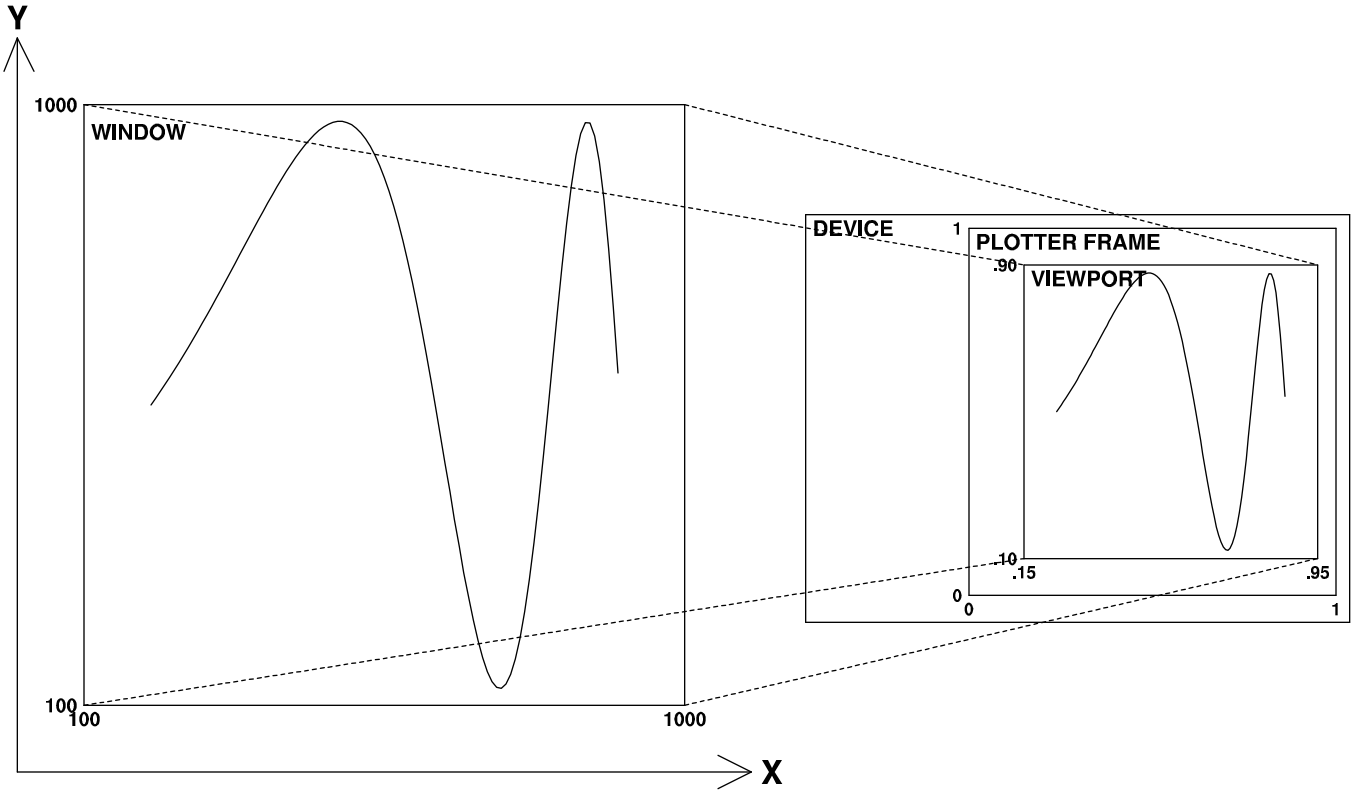
Mapping from a window in the world coordinate system to a viewport in the normalized device coordinate system

(Used in calls to GKS routines like GCA, GFA, GPL, GPM, and GTX)




```
The window is:  100., 1000., 100., 1000.
The viewport is:  .15, .95, .10, .90
```