
Subject: Direct Graphics Colorbar Object
Posted by [davidf](#) on Fri, 27 Nov 1998 08:00:00 GMT
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Hi Folks,

I have been saying for some time that I was going to write an example of a direct graphics program that was written as an object. But the press of business has been such that it has been impossible to find the time to do it.

But this week three separate programs Dick and I are working on required a color bar and because of the way these programs work, an "object" color bar seemed the best choice. So I wrote one and I thought I would make it available here and on my web page as an example program. My ulterior motive, of course, is to flush the bugs out before I give it to my clients. :-)

The program, named "colorbar__define.pro" (two underscore characters there) can be downloaded from my web page:

http://www.dfanning.com/programs/colorbar__define.pro

The program can be used like this:

```
colorbar = Obj_New("COLORBAR", Range=[0,1000], Format='(I4)', $  
Title='Values', Position=[0.1, 0.5, 0.9, 0.6])  
Window  
LoadCT, 5  
colorbar->Draw
```

If I wish to erase the color bar, I would do this:

```
colorbar->Erase
```

Any number of properties of the color bar can be set (or obtained) through the SetProperty (or GetProperty) method. For example, if I want to change the position of the plot in the window I might type this:

```
colorbar->SetProperty, Position=[0.1, 0.75, 0.9, 0.80], /Draw
```

If the color bar already exists in the window, then I would want to erase the first color bar before I drew the changed one, like this:

```
colorbar->SetProperty, Position=[0.1, 0.35, 0.9, 0.40], $
```

Minor=5, /Draw, /Erase

When you are done with the color bar object, you must destroy it, of course:

Obj_Destroy, colorbar

I'll leave it to you to discover the numerous other things this program can do. Documentation for this program as well as all the other programs on my web page are available here:

<http://www.dfanning.com/programs/program.documentation.html>

One of our purposes is to have a color bar that users can easily drag around and position where ever they like.

Cheers,

David

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

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