
Subject: Re: drawing color_bar at the right sides of maps

Posted by [davidf](#) on Wed, 03 Mar 1999 08:00:00 GMT

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Lee Hyun-Sook (hslee@astro.snu.ac.kr) writes:

> I know that my question is silly one, but it's hard for me to find out
> how to draw
> colour bar at the right side of the map. Please, let me know how to or
> how can I
> find right help for drawing.

The trick is to leave some room on the right side of the window for the colorbar. You can do this with the POSITION keyword to the Map_Set command.

Then, just draw a colorbar. Since we seem to be talking about objects today, here is an example program that uses a colorbar object. You can download it at:

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

```
--  
LoadCT, 5  
Map_Set, /Ortho, /Grid, /Continent, $  
    Position = [0.1, 0.1, 0.7, 0.9], $  
    /Isotropic, /Label  
cbar = Obj_New('Colorbar', $  
    Position = [0.85, !Y.Window[0], 0.90, !Y.Window[1]], $  
    Vertical = 1, $  
    Range = [0, 40], $  
    Title = 'Temperature')  
cbar->Draw  
END  
--
```

Save the program as "example.pro". Then, run the program as a main-level program, like this:

```
IDL> .Run example
```

Now, here is where you see the power of objects.
Don't want the color bar? Try this:

```
IDL> cbar->Erase
```

Want to see it again?

IDL> cbar->Draw

Ya gotta like that!

When you are done with the object, you get rid of it
like this:

IDL> Obj_Destroy, cbar

Have fun!

Cheers,

David

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

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