Subject: Re: GUI strategy advice needed
Posted by btt on Tue, 24 May 2005 20:04:28 GMT
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Michael Wallace wrote:
>> Wow, looks like I'm the colorbar expert all of a sudden. I typically
>> don't bother with the axis within IDLgrColorbar. Instead I have an
>> IDLgrColorbar object with no axis displayed and an independent
>> IDLgrAxis aligned along one of the sides of the colorbar. I find this
>> a lot easier to work with because I have complete control over the
>> presentation of the axis.
>>
>> Maybe one of these days, I'll finally get around to writing my own
>> colorbar class that combines IDLgrAxis and IDLgrColorbar. I've been
>> meaning to do that for a while now...
>>
>> -Mike
>
>
>
> Let me add one little addendum to this. You should be able to set the
> values you want by using the TICKVALUES and TICKTEXT as keywords as Ben
> explained. These properties along with the other TICK* keywords should
> be enough for most people. However, there have been times when I've
> needed to do additional things with the axis that couldn't be done
> through the interface in IDLgrColorbar. Since then I've always been in
> the habit of having both an IDLgrColorbar and and IDLgrAxis.
>

Hi Mike,

You probably know this already, but IDLgrColorbar has these properties
(in addition to a bunch of of others...) taken from an example instance.
  They are not publicly exposed in IDL, but you could take advantage of
them the way you describe.

```
OAXIS       OBJREF   <ObjHeapVar47091(IDLGRAXIS)>
OPOLY       OBJREF   <ObjHeapVar47086(IDLGRPOLYLINE)>
OSURF       OBJREF   <NullObject>
OIMAGE      OBJREF   <ObjHeapVar47088(IDLGRIMAGE)>
OPALETTE    OBJREF   <ObjHeapVar47081(IDLGRPALETTE)>
```

One other thing - I mispoke a little - I actually have a colorbar that
inherits from IDLgrColorbar not IDLgrContainer which I think doesn't exist.

Cheers,
Ben