
Subject: Re: NG Colorbar in IDL 8.0.1

Posted by [R.G.Stockwell](#) on Thu, 18 Nov 2010 18:41:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

"Gray" <graylikethecolor@gmail.com> wrote in message
news:a4c954f3-5c24-4f9d-80c9-7c8da4f5824f@j9g2000vbl.googlegr oups.com...

> On Nov 17, 4:46 pm, David Fanning <n...@dfanning.com> wrote:

>> Michael Galloy writes:

>>> Yes, works for me as well, though I would probably move it a bit more

>>> to

>>> the left since it was bumping up against the image in my display:

>>

>>> c1 = colorbar(target=i1, orientation=1, position=[0.18,0.05,0.23,0.9])

>>

>> It works for me, too. But I have had the experience

>> (enough times that I am doing all my important work

>> in IDL 7.1) that IDL 8 just stops responding to me.

>> It's happy enough to accept my commands at the command

>> line. It's just that nothing ever happens! There is no

>> way I've found to get it out of this funk except to

>> exit IDL and try again. It seems like this happens

>> every 10 minutes, but it's probably no more than 5-6

>> times a day.

>>

>> Cheers,

>>

>> David

>>

>> --

>> David Fanning, Ph.D.

>> Fanning Software Consulting, Inc.

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

>> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

>

> Hm... This is almost certainly related to the fact that I had to

> compile my COLORBAR routine individually, due to the oft-complained-

> about path issue and my coyoteprograms directory. :)

>

> Since I will need to update that directory anyway thanks to your

> overhaul (which I haven't gotten around to yet), I added an FSC_ to

> the beginning of the Coyote colorbar routines, restarted IDL, and it

> worked. Score one for obvious solutions!

I recently bumped into a legacy code/path problem as well. It left
the very aggravating series of error messages as follows:

> compile module COLORBAR

> ERROR: COLORBAR not found.

(to paraphrase the error list). It was a very annoying couple of minutes, before it occurred to me to check the paths, and what exactly was going on. Apparently this is the first time I ran colorbar in IDL*.

cheers,
bob
