Folks,

I have introduced today a new Coyote Graphics program,
cgBarPlot, to do bar plots.

This started out to be a quick and dirty translation
of the IDL Bar_Plot program into Coyote Graphics routines,
but ended up more difficult than that. Bar_Plot was VERY
old, and I was dismayed to see how it worked. Plus,
I don't think the algorithm in Bar_Plot actually works
for stacking bars on top of each other.

Anyway, I have fixed what I can, but I have stayed with
the fairly clunky interface in case people are actually
using this program. (I have never used a bar plot in my
life!) I suppose the interface may change over time to
something a bit more elegant, but this is a place to
start.

In any case, I have provided good examples in the program
documentation, and I'll probably write an article about
it, too, so you can see how it works. I appreciate feedback
on this from people who do use it. You can find it here:

   http://www.idlcoyote.com/programs/cgbarplot.pro

Cheers,

David

P.S. Small updates to cgColorbar and cgContour were made
in the latest library update, too, to improve tick mark
handling.

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")