
Subject: Re: cgColorBar with /device

Posted by [bio_amateur](#) on Wed, 13 Jun 2012 15:14:00 GMT

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On Jun 13, 10:43 am, David Fanning <n...@idlcoyote.com> wrote:

> David Fanning writes:

>

>> bio_amateur writes:

>

>>> It seems that cgColorBar doesn't work when I use device coordinate,
>>> rather than normalized coordinate. Any idea?

>>> When I use

>>> cgColorbar, Range=[Min(data2D),Max(data2D)], \$

>>> Divisions=12, XTicklen=1, XMinor=0, \$

>>> AnnotateColor='black', NColors=nlevels, Bottom=1, \$

>>> Format='(F0.2)', \$

>>> Position=1000*[0.125, 0.915, 2.955, 2.95], /device, \$

>>> Charsize=0.7 , /vertical

>

>>> It only gives me a white box with labels, no colors are filled in the
>>> box.

>

>> Yes, POSITION is always given in Normalized coordinates.

>> Across *all* IDL direct graphics routines. :-)

>

> By the way, positioning with DEVICE coordinates is
> a perfect way to totally screw up everything you hope
> to do with graphics. My advice would be to forget you
> ever heard about DEVICE coordinates. :-)

>

> Cheers,

>

> David

>

> --

> 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.")

Thanks a lot David.

Bests,

Tuan
