
Subject: Re: cgColorBar with /device

Posted by [David Fanning](#) on Wed, 13 Jun 2012 14:43:13 GMT

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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.")
