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

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/

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