
Subject: Re: cgColorBar with /device

Posted by [David Fanning](#) on Wed, 13 Jun 2012 14:39:20 GMT

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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. :-)

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.")
