
Subject: Re: Trouble with positioning cgColorbars while using !P.Multi
Posted by [David Fanning](#) on Wed, 12 Dec 2012 20:30:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

David Fanning writes:

> Acutally, if it took you 30 seconds to rough out where
> four plots are suppose to go in a window, I think you would probably
> be taking too much time, but maybe we have different ideas
> of what is "daunting". :-)

Here you go. Took me five minutes, but tweak as needed. :-)

```
PS_Start
cgLoadCT, 4, /Brewer, /Reverse
cgdisplay
p = Fltarr(4, 4)
p[*,0] = [0.10, 0.55, 0.45, 0.85]
p[*,1] = [0.55, 0.55, 0.95, 0.85]
p[*,2] = [0.10, 0.10, 0.45, 0.40]
p[*,3] = [0.55, 0.10, 0.95, 0.40]
cbp = FltArr(4,4)
cbp[*,0] = [0.10, 0.90, 0.45, 0.93]
cbp[*,1] = [0.55, 0.90, 0.95, 0.93]
cbp[*,2] = [0.10, 0.45, 0.45, 0.48]
cbp[*,3] = [0.55, 0.45, 0.95, 0.48]
```

```
FOR j=0,3 DO BEGIN
    cgContour, cgDemoData(18), /Fill, Position=p[*,j], NOERASE=(j NE 0)
    cgColorbar, position=cbp[*,j]
ENDFOR
PS_End, /PNG
END
```

Cheers,

David

--

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