Subject: Re: Vector legend with PARTVELVEC
Posted by Sir Loin Steak on Sat, 04 May 2013 22:26:39 GMT
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On Friday, May 3, 2013 6:25:08 PM UTC+1, wlandsman wrote:
> Perhaps I misunderstand, but if you just want to draw a single arrow for a legend, I would use cgArrow.pro (or arrow.pro), rather than partvelvec.
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> --Wayne
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> On Friday, May 3, 2013 12:43:11 PM UTC-4, Fabien wrote:
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>> Hey IDLers,
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>> Maybe I haven't been searching hard enough but I did not find a way to
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>> use PARTVELVEC to draw only one vector as a legend vector. I guess I
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>> could do this myself by making my own partvelvec routine, but I thought
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>> this would be something the community might already have done.
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>> It is not that trivial since partvelvec draws in DATA coordinates, while
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>> the legend vector should be plotted outside the image. And the length of

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>> the legend should correspond to that of the plot of course ;-). I think

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>> this can only be done by modifying partvelvec so that it returns

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>> "something" that can be used to plot a legend afterwards. Like:

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>> cgImage, myImage

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>> partvelvec, vx, vy, px, py, /OVER, LEGEND_struc=legend ;output

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>> partvelvec_legend, legend, POSITION=poslegend, etc.

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>> Anyways, if someone did this already and is willing to share I would be

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>> very thankful. If not, I'm open to suggestions on how to do this the

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>> right way ;)

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>> Cheers,
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>> Fab

No, I think he wants to plot vectors with partvelvec, and also plot a vector outside the plot range to use as a legend (so you know what wind speed etc. the vector lengths represent).

I wanted to do something similar myself but couldn't think how, so in the plot description I just wrote 'the length of largest vector represents wind speeds of ...'. Not ideal, but I was in a rush!