
Subject: Re: Vector legend with PARTVELVEC
Posted by [wlandsman](#) on Fri, 03 May 2013 17:25:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

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`.

--Wayne

On Friday, May 3, 2013 12:43:11 PM UTC-4, Fabien wrote:

> Hey IDLers,
>
>
>
> Maybe I haven't been searching hard enough but I did not find a way to
>
> use PARTVELVEC to draw only one vector as a legend vector. I guess I
>
> could do this myself by making my own partvelvec routine, but I thought
>
> this would be something the community might already have done.
>
>
>
> It is not that trivial since partvelvec draws in DATA coordinates, while
>
> the legend vector should be plotted outside the image. And the length of
>
> the legend should correspond to that of the plot of course ;-). I think
>
> this can only be done by modifying partvelvec so that it returns
>
> "something" that can be used to plot a legend afterwards. Like:
>
>
>
> cglImage, myImage
>
> partvelvec, vx, vy, px, py, /OVER, LEGEND_struct=legend ;output
>
> partvelvec_legend, legend, POSITION=poslegend, etc.
>
>
>
> Anyways, if someone did this already and is willing to share I would be
>
> very thankful. If not, I'm open to suggestions on how to do this the
>

> right way ;)
>
>
>
> Cheers,
>
>
>
> Fab
