
Subject: colorbar() rotation/translation bugs
Posted by [dg86](#) on Sat, 11 May 2013 23:48:18 GMT
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Dear Folks,

The built-in colorbar() function graphics routine appears to exhibit bugs when the colorbar is moved around programmatically. The problem is particularly evident if the graphic subsequently is saved. Here's an example

```
a = surface(/test) ; create a graphic  
b = colorbar(target = a) ; the colorbar is off at the bottom of the screen. Oh well.  
b.rotate, 20 ; rotate the colorbar -- this works on the screen  
b.save, 'badgraphic.png'
```

When I open badgraphic.png, the colorbar is not rotated, it's just fatter.

Similarly, if I try

```
b.translate, /reset
```

instead of the rotation, badgraphic.png has the colortable above the surface, whereas the screen shows it occluded by the surface. In this case, the bug is more subtle, but should be counted as a bug nonetheless.

I'm running IDL 8.2.2 (64 bit) under Mac OS X 10.7.5.

Is this a known bug? Does anyone have workarounds?

Thanks,

David
