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Subject: Re: colorbar() rotation/translation bugs  
Posted by [dg86](#) on Mon, 13 May 2013 16:50:23 GMT  
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> As an aside: I hadn't really thought of this before, but the NG colorbar is always "on glass"; it doesn't get transformed into the 3D coordinate system of a surface or contour plot.

Dear Mark,

That's exactly how this came up -- I was trying to rotate the colorbar onto one of the back surfaces of a 3D plot. It looked great on the screen, but couldn't be saved. I ended up shearing it into place with the Gimp.

TTFN,

David

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