Subject: Re: colorbar() rotation/translation bugs
Posted by Mark Piper on Mon, 13 May 2013 15:28:44 GMT
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On Saturday, May 11, 2013 5:48:18 PM UTC-6, David Grier wrote:
> Is this a known bug? Does anyone have workarounds?

This is definitely incorrect behavior, which is still present in 8.2.3. I'll log a report.

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.

mp