
Subject: Error Bars Using Coyote Graphics

Posted by [David Fanning](#) on Tue, 10 Dec 2013 19:27:12 GMT

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Folks,

Recent questions in this news group caused me to look at cgErrPlot again. Writing this program as a direct copy of IDL's own ErrPlot was one of the worst decisions I've ever made. So, I've decided to retire this program. (Actually, I've decided to use it as a chew toy for Coyote out in the back yard. Shouldn't last too long.)

What I have done instead is just added Error Bar drawing capability to cgPlot via some new ERR_* keywords. This way, if you have error information (either in the X or Y dimension) when you create the plot, you can use it then. Or, you can add the error bars to the plot later by setting the OVERPLOT keyword, etc. You can draw high errors or low errors or both, in either the horizontal or vertical direction. It is almost infinitely flexible, and--more importantly--it makes sense. At least to me. :-)

While I was at it, I also added the ability to automatically convert longitude/latitude values to XY projected meters if you happen to be plotting (or, more likely, overplotting) symbols and error bars on maps that use a projected meter data space (as they ALL should!). You can pass in a map coordinate object (cgMap) with the MAP_OBJECT keyword, as you can with cgPlotS.

You can find updated documentation here:

<http://www.idlcoyote.com/idldoc/cg/cgplot.html>

And you can find the updated cgPlot code here:

<http://www.idlcoyote.com/programs/cgplot.pro>

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
