
Subject: Re: Bar coordinate shift with cgBarPlot
Posted by [David Fanning](#) on Wed, 26 Feb 2014 17:04:42 GMT
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Federico Tosi writes:

> Thanks for the reply, David. In fact this works, although it is graphically inelegant when you have many bars and they are close to each other.

>

> I wonder whether an alternative approach could exist, perhaps removing the X-axis and redesigning it (with the AXIS command) taking care of defining the ticks. However, I'm not sure this can be done in conjunction with cgBarPlot.

I think I have said here several times that one of the worst programming decisions I ever made was to do a direct translation of BarPlot to cgBarPlot. So, yes, we have to live with our past.

If I were doing this, I would simply suppress the tick labels and add them myself, rotated at, say, a 45 degree angle so they will fit. You can do this with cgText. You can find code that does exactly this in the cgBoxPlot program.

Should this feature be added to cgBarPlot. Probably. Am I going to do it? No, not right now, unless someone is offering money. Then, I'd try to fit it in. :-)

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.")
