Subject: Re: Behaviour of colorbar title in z-buffer?
Posted by David Fanning on Fri, 28 Feb 2014 13:20:07 GMT
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rjp23@le.ac.uk writes:

> I've trimmed it down to just what I think the relevant bits are. Doing the same thing but changing the z-buffer stuff to ps_start/ps_end gives what I'd expect.

OK, so here is what is happening.

Here are your colorbar coordinates:

;set colorbar coordinates
cposx1=0.2
cposy1=0.08
cposx2=0.6
cposy2=0.09

These are coordinates, obviously, of a HORIZONTAL color bar. That is, the bar is much longer in X than in Y. But, you tell your color bar that you want a VERTICAL colorbar.

This make absolutely no sense to the color bar program. So, it says to itself, "This guy obviously doesn't know what he wants, so I'm thinking he probably got the damn coordinates wrong." And the colorbar routine switches things around so the you get the vertical color bar you are suppose to get. But, the TITLE doesn't seem to be getting word of this, so it goes on what it thinks is the original HORIZONTAL bar.

The COLORBAR routine you are using is so old I'm not exactly sure how it works, to be honest with you. I haven't seen that code for about five years. But, I think your problems will be solved if you simply match your colorbar coordinates with the type of bar you are trying to draw.

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.")