Subject: Re: Behaviour of colorbar title in z-buffer?
Posted by rjp23 on Fri, 28 Feb 2014 13:35:59 GMT

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On Friday, February 28, 2014 1:20:07 PM UTC, David Fanning wrote:
> 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.

Hi David,

I'm not sure that solves it as giving it either

cposx1=0.2
cposy1=0.08
cposx2=0.6
cposy2=0.09

or

cposx1=0.08
cposy1=0.2
cposx2=0.09
cposy2=0.6

makes no difference to the colorbar at all. It still plots it in exactly the same place with the title the wrong way around.

Also, this seems to all work fine in the PS device and the problem seems specific to the z-buffer.

I think the solution might just be to update my colorbar routine :-)

Cheers

Rob