
Subject: Re: cgColorBar with /device
Posted by [David Fanning](#) on Wed, 13 Jun 2012 14:39:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

bio_amateur writes:

>
> It seems that cgColorBar doesn't work when I use device coordinate,
> rather than normalized coordinate. Any idea?
> When I use
> cgColorbar, Range=[Min(data2D),Max(data2D)], \$
> Divisions=12, XTicklen=1, XMinor=0, \$
> AnnotateColor='black', NColors=nlevels, Bottom=1, \$
> Format='(F0.2)', \$
> Position=1000*[0.125, 0.915, 2.955, 2.95], /device, \$
> Charsize=0.7 , /vertical
>
> It only gives me a white box with labels, no colors are filled in the
> box.

Yes, POSITION is always given in Normalized coordinates.
Across *all* IDL direct graphics routines. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: cgColorBar with /device
Posted by [David Fanning](#) on Wed, 13 Jun 2012 14:43:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

David Fanning writes:

>
> bio_amateur writes:
>
>>
>> It seems that cgColorBar doesn't work when I use device coordinate,
>> rather than normalized coordinate. Any idea?
>> When I use

```
>> cgColorbar, Range=[Min(data2D),Max(data2D)], $
>>     Divisions=12, XTicklen=1, XMinor=0, $
>>     AnnotateColor='black', NColors=nlevels, Bottom=1, $
>>     Format='(F0.2)', $
>>     Position=1000*[0.125, 0.915, 2.955, 2.95], /device, $
>>     Charsize=0.7 , /vertical
>>
>> It only gives me a white box with labels, no colors are filled in the
>> box.
>
> Yes, POSITION is always given in Normalized coordinates.
> Across *all* IDL direct graphics routines. :-)
```

By the way, positioning with DEVICE coordinates is a perfect way to totally screw up everything you hope to do with graphics. My advice would be to forget you ever heard about DEVICE coordinates. :-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: cgColorBar with /device
Posted by [bio_amateur](#) on Wed, 13 Jun 2012 15:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Jun 13, 10:43 am, David Fanning <n...@idlcoyote.com> wrote:

```
> David Fanning writes:
>
>> bio_amateur writes:
>
>>> It seems that cgColorBar doesn't work when I use device coordinate,
>>> rather than normalized coordinate. Any idea?
>>> When I use
>>> cgColorbar, Range=[Min(data2D),Max(data2D)], $
>>>     Divisions=12, XTicklen=1, XMinor=0, $
>>>     AnnotateColor='black', NColors=nlevels, Bottom=1, $
>>>     Format='(F0.2)', $
>>>     Position=1000*[0.125, 0.915, 2.955, 2.95], /device, $
>>>     Charsize=0.7 , /vertical
```

>
>>> It only gives me a white box with labels, no colors are filled in the
>>> box.
>
>> Yes, POSITION is always given in Normalized coordinates.
>> Across **all** IDL direct graphics routines. :-)
>
> By the way, positioning with DEVICE coordinates is
> a perfect way to totally screw up everything you hope
> to do with graphics. My advice would be to forget you
> ever heard about DEVICE coordinates. :-)
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.idlcoyote.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Thanks a lot David.

Bests,
Tuan
