
Subject: cgColorBar with /device

Posted by [bio_amateur](#) on Wed, 13 Jun 2012 14:35:11 GMT

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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.

Thanks,
Tuan
