
Subject: Re: new graphics legend function: problems with symbol fill color

Posted by [DavidF\[1\]](#) on Thu, 25 Oct 2012 19:50:51 GMT

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Manodeep writes:

> I am trying to use the IDL 8.0 legend function but I can not make it use the correct symbol fill color.

The code produces the right color filled symbols for me in IDL 8.2.1 on Windows, although the black outlines aren't quite completed, so each square seems to have a small corner piece missing.

Cheers,

David

Subject: Re: new graphics legend function: problems with symbol fill color

Posted by manodeep@gmail.com on Thu, 25 Oct 2012 20:10:06 GMT

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On Thursday, October 25, 2012 2:50:51 PM UTC-5, Coyote wrote:

> Manodeep writes:

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>> I am trying to use the IDL 8.0 legend function but I can not make it use the correct symbol fill color.

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> The code produces the right color filled symbols for me in IDL 8.2.1 on Windows, although the black outlines aren't quite completed, so each square seems to have a small corner piece missing.

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> Cheers,

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> David

Arghh. So that's something that presumably got fixed since my version of IDL 8.0. *sigh*

Thanks David.

Cheers,
Manodeep

Subject: Re: new graphics legend function: problems with symbol fill color
Posted by [DavidF\[1\]](#) on Thu, 25 Oct 2012 20:43:14 GMT
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Manodeep writes:

> Arghh. So that's something that presumably got fixed since my version of IDL 8.0. *sigh*

"Fixed" is probably going too far. "Better", certainly. But, I'm sticking with Coyote Graphics for at least a little while longer. :-)

Cheers,

David

Subject: Re: new graphics legend function: problems with symbol fill color
Posted by [Paul Van Delst\[1\]](#) on Thu, 25 Oct 2012 20:55:28 GMT
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On 10/25/12 16:10, Manodeep Sinha wrote:

> On Thursday, October 25, 2012 2:50:51 PM UTC-5, Coyote wrote:

>> Manodeep writes:

>

> Arghh. So that's something that presumably got fixed since my version of IDL 8.0. *sigh*

Goodness, yes. You will save yourself a lot of heartache, if you are using the new v8+ function graphics, by upgrading to the latest version of IDL.

cheers,

paulv

Subject: Re: new graphics legend function: problems with symbol fill color
Posted by manodeep@gmail.com on Thu, 25 Oct 2012 21:25:40 GMT
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On Thursday, October 25, 2012 3:43:14 PM UTC-5, Coyote wrote:

> Manodeep writes:

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>> Arghh. So that's something that presumably got fixed since my version of IDL 8.0. *sigh*
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>
> "Fixed" is probably going too far. "Better", certainly. But, I'm sticking with Coyote Graphics for at least a little while longer. :-)
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> Cheers,
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> David

Fair point :) -- "better" but not quite "fixed" yet. And going by my luck these days, I could reasonably assume that (almost) everything is broken in v8.0 function graphics.

All I needed was a semi-transparent colored region and IDL 8.0 function graphics was the easiest solution I came up with. Turns out, not so easy after all !!

I will go back to my corner of Direct Graphics...

Cheers,
Manodeep

Subject: Re: new graphics legend function: problems with symbol fill color
Posted by manodeep@gmail.com on Thu, 25 Oct 2012 21:29:59 GMT
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On Thursday, October 25, 2012 3:55:30 PM UTC-5, Paul van Delst wrote:

> On 10/25/12 16:10, Manodeep Sinha wrote:

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>> On Thursday, October 25, 2012 2:50:51 PM UTC-5, Coyote wrote:

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>>> Manodeep writes:

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>> Arghh. So that's something that presumably got fixed since my version of IDL 8.0. *sigh*

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> Goodness, yes. You will save yourself a lot of heartache, if you are

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> using the new v8+ function graphics, by upgrading to the latest version
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> of IDL.
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> cheers,
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> paulv

It certainly appears that way. I was somehow under the impression that educational network licenses got you the version upgrades (i.e., 8.x.x) for free but I have been told that that is incorrect. Now, with the current proliferation of wonderful python, it becomes quite difficult to justify the purchase of another IDL version.

I will just have to hack my way through this maze of v8.0 oddities for the time being :(

Cheers,
Manodeep

Subject: Re: new graphics legend function: problems with symbol fill color
Posted by [DavidF\[1\]](#) on Thu, 25 Oct 2012 21:32:01 GMT
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Manodeep writes:

> All I needed was a semi-transparent colored region and IDL 8.0 function graphics was the
easiest solution I came up with. Turns out, not so easy after all !!
>
> I will go back to my corner of Direct Graphics...

Yes, after my recent foray into semi-transparent images, it occurred to me that I probably know how to do "semi-transparent" in any position of the display. I've been thinking seriously about a Transparent keyword on cgPolygon. Just have to get a few minutes free to try it.

Cheers,

David

Subject: Re: new graphics legend function: problems with symbol fill color
Posted by [DavidF\[1\]](#) on Thu, 25 Oct 2012 21:38:40 GMT

Manodeep writes:

> It certainly appears that way. I was somehow under the impression that educational network licenses got you the version upgrades (i.e., 8.x.x) for free but I have been told that that is incorrect.

I would contact your sales rep. I think a compelling case can be made that function graphics in IDL 8.0 was unusable for any serious work. I'd argue that you didn't get what you paid for and deserve an upgrade. (To be honest, this argument carried no water for me, but you might have better luck as a student. :-)

Cheers,

David
