Subject: colorbar() rotation/translation bugs
Posted by dg86 on Sat, 11 May 2013 23:48:18 GMT
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Dear Folks,

The built-in colorbar() function graphics routine appears to exhibit
bugs when the colorbar is moved around programmatically. The problem
is particularly evident if the graphic subsequently is saved. Here's an example

a = surface(/test) ; create a graphic
b = colorbar(target = a) ; the colorbar is off at the bottom of the screen. Oh well.
b.rotate, 20 ; rotate the colorbar -- this works on the screen
b.save, 'badgraphic.png'

When I open badgraphic.png, the colorbar is not rotated, it's just fatter.

Similarly, if I try

b.translate, /reset

instead of the rotation, badgraphic.png has the colortable above the
surface, whereas the screen shows it occluded by the surface. In this case,
the bug is more subtle, but should be counted as a bug nonetheless.

I'm running IDL 8.2.2 (64 bit) under Mac OS X 10.7.5.

Is this a known bug? Does anyone have workarounds?

Thanks,

David

Subject: Re: colorbar() rotation/translation bugs
Posted by Mark Piper on Mon, 13 May 2013 15:28:44 GMT
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On Saturday, May 11, 2013 5:48:18 PM UTC-6, David Grier wrote:
> Is this a known bug? Does anyone have workarounds?

This is definitely incorrect behavior, which is still present in 8.2.3. I'll log a report.

As an aside: I hadn't really thought of this before, but the NG colorbar is always "on glass"; it doesn't get transformed into the 3D coordinate system of a surface or contour plot.

mp

Subject: Re: colorbar() rotation/translation bugs
Posted by dg86 on Mon, 13 May 2013 16:50:23 GMT
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> As an aside: I hadn't really thought of this before, but the NG colorbar is always "on glass"; it doesn't get transformed into the 3D coordinate system of a surface or contour plot.

Dear Mark,

That's exactly how this came up -- I was trying to rotate the colorbar onto one of the back surfaces of a 3D plot. It looked great on the screen, but couldn't be saved. I ended up shearing it into place with the Gimp.

TTFN,

David