

Figure 1: Just using the NodeColorBar

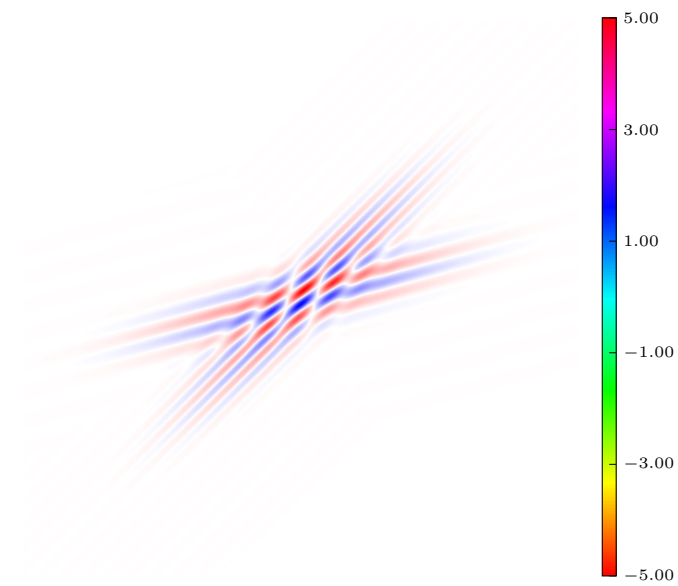


Figure 2: Using IncludeGraphicsWithColorbar