Subject: Re: Colorbar problems
Posted by davidf on Thu, 26 Apr 2001 01:02:11 GMT
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Francesco (francesco.spada@jrc.it) writes:

```
>  When I plot the topography I use this lines:
>
>  cctop=intarr(20)
>  cctop(0)=10
>  cctop(1)=100
>  FOR i=1,19 DO BEGIN
>     cctop(i) = cctop(i-1) + 4
>  endfor
>  ;
>  contour,z, POSITION=[0.15, 0.15, 0.95, 0.75],$
>    xstyle=9,xtitle='x-axis (km)',ystyle=9,ytitle='y-axis (km)',$
>
>   levels=[-.1,.0,25,50,100,200,300,400,500,600,700,800,900,100 0,1250,1500,$
>     1750,2000,2500,3000], $
>    ticklen=-0.02, c_colors=cctop,charsize=1.5,/fill
>
>  but I don't know if is possible to set up David colobar in a correct
>  way
>  (or if you have a better idea for plotting topography).
>  The biggest problem is that I plot levels with irregular distance,
>  the only idea I have is putting the same "irregularity" in cctop!!
>  but I think is more than bad programming :-((
```

I realize this reply is belated, but I don't see a reply
in my newsreader.

My COLORBAR routine has absolutely no problem with
irregular contour levels. Just use [XY]TICKV, etc.
But I do think it odd that you would use noncontiguous
color values. I've never done this. Add although I admit
to being terribly jet-lagged, I can't for the life of me
come up with a scenario where I would. If you wanted likely
colors in indices 10 to 100, wouldn't you do something like
this:

```
  LOADCT, 33, NColors=90, Bottom=10
  Colorbar, XTickV=levels, NColors=90, Bottom=10
```

Cheers,

David

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