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Subject: Re: IDL Colorbar generation question

Posted by [David Fanning](#) on Thu, 06 Jul 2006 16:16:16 GMT

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britneys@ucla.edu writes:

```
> I do use direct graphics, whoops on the graphics object! This is how
> the window is called:
>
> SET_PLOT,PLATFORM
> !P.FONT=0
> DEVICE,DECOMPOSE=0,RETAIN=2
> !P.BACKGROUND=255 ;background color=white
> WINDOWCOUNT=0
> WINDOW,WINDOWCOUNT,xsize=XWIND,ysize=YWIND,title=VERSION
> ERASE
>
> Okay, so back to your colorbar routine, it will automatically use my
> self-defined color table? I used the following call:
>
> colorbar = Obj_New("COLORBAR", Range=[0,1000], Format='(I4)', $
>   Title='Values')
> colorbar->SetProperty, Position=[0.1, 0.75, 0.9, 0.80], /Draw
>   colorbar->Draw
>
> is this correct?
```

Yes, assuming you have loaded a 256-color color table before this call, this will work perfectly.

```
> Also, when i output the file to a ps, the colorbar,
> instead of being a smooth color transition ends up as several boxes of
> different colors instead. Any ideas as to why this might occur?
```

You didn't set BITS\_PER\_PIXEL=8 in the PostScript device. :-)  
Thus, you are only seeing 16 possible colors. I'd use PSCONFIG to configure your PS device. Then this problem will be relegated to the past forever.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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