
Subject: Re: cgcolor, cgplot, and /WINDOW
Posted by [willett](#) on Wed, 23 Mar 2011 04:13:26 GMT
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On Mar 22, 10:09 pm, Kwill <wille...@gmail.com> wrote:

> On Mar 22, 10:01 pm, David Fanning <n...@idlcoyote.com> wrote:

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>> Kwill writes:

>>> I was excited to learn today of David's Coyote Graphics packages, and
>>> downloaded them on both my laptop and desktop. I'm getting very
>>> puzzling results on one machine (but not the other). When I set the /
>>> WINDOW keyword in cgplot, cgcolor will not work for overplotting in
>>> color, displaying all subsequent points in a dark grey.

>

>>> My example:

>

>>> IDL> cgplot, indgen(10),color=cgcolor("Dodger Blue"), /window

>>> IDL> cgplot, indgen(10)+1, color=cgcolor("Hot Pink"), /window, /over

>

>>> This results in one blue and one grey line plotted on the screen. I do
>>> not have any color problems when the /WINDOW keyword is not set.

>

>>> I tried an identical series of commands on my laptop: it runs
>>> perfectly, producing both a blue and pink line. Both of my machines
>>> run IDL Version 7.1.1, Mac OS X (darwin x86_64 m64) on Snow Leopard
>>> 10.6.4.

>

>>> I'm baffled as to why this would be different between my two machines,
>>> but hopeful that I'm doing something wrong and that CGCOLOR plays
>>> nicely with the resizeable window in CGPLOT. Any ideas?

>

>> What happens if you use ADD instead of WINDOW on the second
>> command?

>

>> IDL> cgplot, indgen(10),color=cgcolor("Dodger Blue"), /window

>> IDL> cgplot, indgen(10)+1, color=cgcolor("Hot Pink"), /add, /over

>

>> Cheers,

>

>> David

>
>> --
>> David Fanning, Ph.D.
>> Fanning Software Consulting, Inc.
>> Coyote's Guide to IDL Programming:<http://www.idlcoyote.com/>
>> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
>
> I get the same result (greyness) with /ADD.
>
> - thanks,
> KW

Whoops - but in David's second post, he correctly identified the problem. It works fine when I don't call cgcolor twice - although I'm still puzzled why it worked on one machine and not the other. Problem solved for me, though.

Thanks!
