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Subject: Re: cgcolor, cgplot, and /WINDOW  
Posted by [willett](#) on Wed, 23 Mar 2011 04:09:57 GMT  
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On Mar 22, 10:01 pm, David Fanning <n...@idlcoyote.com> wrote:

> 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 resizable 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

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