
Subject: Re: cgcolor, cgplot, and /WINDOW

Posted by [David Fanning](#) on Wed, 23 Mar 2011 04:01:04 GMT

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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

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
