
Subject: Re: log scale colorbar in IDL 8.0

Posted by [David Fanning](#) on Wed, 18 May 2011 18:44:54 GMT

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Paolo writes:

- > but I was worried that in the CG era people may shun
- > older-fashioned programs that do not have those fancy
- > features like automatic resizing etc.

On the contrary. I predict that after a brief
fling with the pretty, young thing, most of us
will be coming home with the one who brung us
and the one who gets the job done. :-)

- > The trick is to choose a good interpolation scheme
- > for the pixel values - the one I have in my
- > http://hea-www.cfa.harvard.edu/~pgrigis/idl_stuff/pg_plotimage.pro
- > may not be suitable for all uses though.

Oh, there's always a trick. But, at least with
direct graphics we can always program up something
different if we don't like what we have. Not much
chance of getting these zombie graphics functions
to do much different from what they are taught. ;-)

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.")
