Subject: Re: Simple CG Map w/ color
Posted by David Fanning on Fri, 12 Aug 2011 15:07:36 GMT

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Leslie Moy writes:

> Okay first time posting to this board. Here goes...
>
> I use CG ALL the time now to do simple plots and find getting a clean
> output sooo much nicer than standard IDL, so i thought there should be a
> way to do a simple colored map output with CG. But the examples in the
> book seem to about contours on top of a map, not coloring a spot on the map.
>
> I'd appreciate any help.

Well, first of all, I don't see any Coyote Graphics
routines IN that code! Probably it would work better
if there were a few. :-)

Secondly, you break the first rule of Coyote Graphics,
which is to NEVER load drawing colors at color index
0 or 255.

But, that said, I don't see any reason this code won't
produce the correct colors IF the Z-graphics device
is set up as an 8-bit device using indexed color.
Is that how you have set it up? You could use a
Help, /Device to confirm.

Cheers,

David

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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.")