
Subject: Important Coyote Graphics Updates

Posted by [David Fanning](#) on Mon, 19 Mar 2012 21:43:51 GMT

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Folks,

I made some updates to often used Coyote Graphics programs today. I made a change to cgColorbar and cgContour to allow these programs to work more naturally with color palettes. They now take their default NCOLORS or NLEVELS values from the number of colors in the color palette. This change will make using palettes easier and make more sense to the user.

I also modified cgPlot, cgContour, and cgSurf to allow these programs to draw in the "background" color. This is sometimes used as a rudimentary "erasing" technique, and these programs normally don't allow the background color to be the same as the axis color or data color. However, if you set the COLOR or AXISCOLOR keywords to "BACKGROUND", you will be allowed to do the normally prevented thing.

<http://www.idlcoyote.com/programs/cgcolorbar.pro>

<http://www.idlcoyote.com/programs/cgcontour.pro>

<http://www.idlcoyote.com/programs/cgplot.pro>

<http://www.idlcoyote.com/programs/cgsurf.pro>

Or, you can find the entire library here:

http://www.idlcoyote.com/programs/zip_files/coyoteprograms.zip

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.")
