Subject: Re: CG Elevation image + arbitrary discrete colorbar
Posted by Matteo on Fri, 30 Mar 2012 19:55:24 GMT
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Oh wait...

The world elevation is already a BYTARR...what I need is a floating
point image to scale.
I'm trying now with image=CGdemodata(2), which has min and max values
of 0. and 1550., but don't get much further trying to plot 10 levels
between 10. and 1000. .
Also, why are scaled_vector and byscl not giving the same result?

```
pro cbar
compile_opt idl2

nclrs=10
minelev=100.
maxelev=1000.
p = [0.02, 0.15, 0.98, 0.98]

cgLoadCT, 33, NColors=nclrs, Bottom=1
TVLCT, cgcolor('black',/Triple), 0
TVLCT, cgcolor('white',/Triple), nclrs+1

image=cgDemoData(2)
;scaledImage = Scale_Vector(image, 0, nclrs, MINVALUE=minelev,
MAXVALUE=maxelev, /nan)
scaledImage = bytscl(image, MIN=minelev, MAX=maxelev, top=nclrs, /nan)

cgWindow, WXSize=700, WYSize=700
cgImage, scaledimage, position = p, MinValue=0, MaxValue=nclrs,
Top=nclrs-1, $
   bottom=1, /Keep, /Add
cgColorbar, Position=[p[0], p[1]-0.1, p[2], p[1]-0.05], NColors=nclrs,
$
  Range=[minelev,maxelev], Divisions=10, bottom=1, $
  /discrete, OOB_Low='black', OOB_High='white', /Add
stop
end
```

m