
Subject: Re: simplest contour & .png

Posted by [David Fanning](#) on Thu, 26 Apr 2012 15:08:55 GMT

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Leslie Moy writes:

- > It works if I get rid of '/discrete' to the cgcolorbar command.
- > Also, i use 'create_png' not 'output'. My version didn't recognize
- > 'output'. Is this a new command? (I haven't updated in a while).

Yes, you must update frequently to stay on top of things. :-)

There are many ways to hear about updates: Twitter, RSS Feeds, Facebook, and Google +. All will alert you to new features, articles, and code. The best way to keep current is to use the SVN repository here:

<http://idl-coyote.googlecode.com/svn/>

The most current versions are in /trunk/coyote.

- > Btw, why is choosing 12 colors significant? (I chose it because that
- > was the value you have in your book's example). When would i have to
- > use your first suggestion?

It's not significant. It's what I thought you wanted.
Choose any number you like, up to 256.

- > My first post! Thank you very very much.

Hooray! ;-)

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.")
