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Subject: Re: simplest contour & .png  
Posted by [Leslie Moy](#) on Thu, 26 Apr 2012 14:45:48 GMT  
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On Apr 26, 10:17 am, David Fanning <n...@idlcoyote.com> wrote:

> David Fanning writes:

>> The code you want probably looks more like this:

```
>  
>> cgLoadCT, 33  
>> cgImage, C, /Scale, /Axes, Position=[0.125,0.125,0.95,0.8], /Window  
>> cgColorbar, Range=[min(C),max(C)], Divisions=12, XTicklen=1, $  
>> XMinor=0, Position=[0.125,0.915,0.955,0.95], $  
>> CharSize=1.00, Format='(F0.4)', /AddCmd  
>> cgControl, Output='tt.png'
```

>  
> Now that I think about it, if you really just want 12  
> colors, the code probably looks more like this:

```
>  
> cgLoadCT, 33, NColors=12  
> cgImage, BytScl(C, TOP=11), /Axes, Position=[0.125,0.125,0.95,0.8], $  
> /Window  
> cgColorbar, Range=[min(C),max(C)], /Discrete, $  
> Postion=[0.125,0.915,0.955,0.95], $  
> CharSize=1.00, Format='(F0.4)', NColors=12, /AddCmd  
> cgControl, Output='tt.png'
```

```
>  
> Cheers,  
>  
> David  
>  
> --  
> 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.")
```

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).

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?

My first post! Thank you very very much.

Leslie

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