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Subject: Re: simplest contour & .png

Posted by [David Fanning](#) on Thu, 26 Apr 2012 14:17:46 GMT

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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, $
    Position=[0.125,0.915,0.955,0.95],$
    CharSize=1.00, Format='(F0.4)', NColors=12, /AddCmd
cgControl, Output='tt.png'
```

Cheers,

David

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David Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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