
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, $
```

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

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