
Subject: Re: simplest contour & .png

Posted by [David Fanning](#) on Thu, 26 Apr 2012 14:12:18 GMT

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Leslie Moy writes:

> It seems like it should be easy...

Oh, it **always** seems so. :-)

> I have a 2D array C(20,20) and i want to make a simple figure with
> 20x20 colored boxes. I started with a CG contour template but have two
> questions.

>

> 1. i assumed there must be a command to Not make it contour and just
> put in a colored box. is there such a thing? or am i starting out
> wrong with 'contour'?

There is such a thing, but it is called an "image".

> 2. i want to output to a .png file. but i get two figures with my code
> below - one of the contour plot, the other of the colorbar. normally i
> would think to add in /overplot to cgcolorbar but that gives me an
> error.

The keyword you are looking for is AddCmd, not Overplot. You want to
"add" the "command" to the resizable cgWindow.

>

```
> cgwindow  
> nlevels=12  
> loadct,33,ncolors=nlevels,bottom=1  
> step=(max(C)-min(C))/nlevels  
> levels=indgen(nlevels)*step+min(C)  
> setdecomposedstate,0,currentstate=currentstate
```

No reason whatsoever to set yourself up in indexed color mode if you are using Coyote Graphics routines. They will work best in decomposed color mode and, in fact, most of them work in that mode anyway. Including the cgContour command. So this SetDecomposedState command has NO effect whatsoever.

>

```
> cgcontour,C,/fill,Levels=levels,position=[0.125,0.125,0.95,0.8],$  
>   background=cgcolor('white'),color=cgcolor('black'),$  
>   xstyle=1,ystyle=1,c_colors=indgen(nlevels)+1,/window
```

>

```

> setdecomposedstate,currentstate
> cgcolorbar,range=[min(C),max(C)],divisions=12,xticklen=1,xminor=0,$
>      annotatecolor='black',ncolors=12,bottom=1, $
>
> position=[0.125,0.915,0.955,0.95],charsize=1.00,format='(F0. 4)'
>
> cgcontrol,create_png='tt.png'

```

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'

```

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.")