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Subject: simplest contour & .png

Posted by [Leslie Moy](#) on Thu, 26 Apr 2012 13:39:51 GMT

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It seems like it should be easy...

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'?

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.

```
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

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'
```

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