
Subject: Re: cgColorBar greyscale

Posted by [David Fanning](#) on Thu, 24 May 2012 12:43:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Kai Muehlbauer writes:

> some part of the sky is falling on me while trying to do a scatterplot
> with an associated colorbar on a z-buffer device.
>
> Here is what I do (shorted):
>
> Problem is: The scatter plot has colors but the colorbar is only greyscale.

OK, the problem is complicated. :-)

I am not going to go into all of it, but you can learn more about the problem by reading this article:

http://www.idlcoyote.com/cg_tips/configz.php

And, by reading the documentation header in SetDecomposedState.

Basically, the problem is this. The Z-Graphics buffer can be put into 24-bit graphics mode, but it can't be taken OUT of 24-bit graphics mode programmatically, without destroying the functionality you are trying to make use of. And, because a 20+ year effort to convince IDL users to use something *other* than indexed color has been an abject failure and caused me to retire prematurely, about a year and a half ago I just threw up my hands and said the hell with it, I wasn't going to worry about the Z-graphics buffer anymore.

And, then you come along as this small ray of light!

So, bottom line, I had given up hope of anyone ever using the Z-graphics buffer the way you are using it, and I had written my programs, specifically, SetDecomposedState, with this dispiriting hopelessness in mind. That was a mistake, I see now. :-)

So, to solve your problem, get a new version of SetDecomposedState, and you should be good to go:

<http://www.idlcoyote.com/programs/setdecomposedstate.pro>

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.")
