Subject: cgColorBar greyscale
Posted by Kai Muehlbauer on Thu, 24 May 2012 09:46:38 GMT

Hello Folks,

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):

```
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set_plot,'Z'
Device, Set_Resolution=[800,500], SET_PIXEL_DEPTH=24, DECOMPOPSED=1
Erase

cgLoadCt, 13

cgScatter2d, aziplot[0:79,*], aziplotv[0:79,*], axiscolor='black', $
Background='white', PSym=3, Fit=1, color=bytscl(t1), /GRID, $
XRange=[xlo,xhi], YRANGE=[ylo,yhi], $ Position=[0.1, 0.1, 0.75, 0.90]

cgColorBar, Range=[0, 80*25], /VERTICAL, /RIGHT

write_png, destpath + fname, tvrd(/true)
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```

Problem is: The scatter plot has colors but the colorbar is only greyscale.

I flipped through the Traditional IDL Graphics and also searched over
the internet. I'am now aware that there may be a problem with color
decomposition. I tried to play around with the decomposition state but
with no avail. So I came to the conclusion that before the sky falls on
my head I address the experts in this group.

So here is my question: What do I have to do to get a colored colorbar?
What may be the sources auf the greyscale colorbar? Whats wrong?

IDL 7.1 fresh Install, Coyote Library also fresh, Linux System, no X!

Cheers,
Kai