

---

Subject: Re: imcontour no longer plotting in color  
Posted by [wlandsman](#) on Thu, 02 Aug 2012 12:08:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Since you are mostly using Coyote graphics (CGLoadCt, IMCONTOUR), I would also use CGCONTOUR rather than CONTOUR. That likely isn't the main problem, but it might be contributing. You also might want to use PS\_START and PS\_END

It would also be useful to know the value of the variable 'colourtable'.

I've never used the PALETTE keyword but I'd think you'd want it in both the IMCONTOUR and (CG)CONTOUR commands, since it looks like you are only using IMCONTOUR to set up the axes, and actually drawing with (CG)CONTOUR.

Just some quick thoughts. --Wayne

On Thursday, August 2, 2012 6:16:58 AM UTC-4, Balthasar Indermuehle wrote:

> To add some more information... Here's how the plotting goes, can anyone see a flaw in this?  
the result is a plot in black and white with contours drawn correctly, and the colorbar in color!

```
>
>
>
> Setting things up:
>
>
>
> !p.multi = [0, 1, 1 ] ; plot 1 x 1 plots on one sheet. Set to 0, 2, 2 if you want 2 x 2 plots for
example
>
> SET_PLOT, 'PS'
>
> DEVICE, filename=fname, XSIZE=22, YSIZE=22, /COLOR, BITS=8, /ENCAPSULATED,
FONT_SIZE=8
>
> TVLCT, INDGEN(256), INDGEN(256), INDGEN(256)
>
>
>
> Load the colour table:
>
>
>
> cgLoadCT, colourtable, RGB_Table=pal, CLIP=[1, MAX(data_map)/MAX(data_map)*255],
/BREWER, /REVERSE
>
```



```
>
>
>
>
> IMCONTOUR, data_map, HDR_MOM, TITLE=title, NLEVELS=num_colours, /FILL,
POSITION=pos, PALETTE=pal, TYPE=1, CHARSIZE=1, /OVERLAY
>
>
>
> ; add contours
>
> CONTOUR, data_map, x, y, levels=FINDGEN(num_cont) * (cp / (num_cont-1.0D)) + (cp / 2),
/FOLLOW, /OVERPLOT
>
>
>
> plot the colour bar
>
> pos=[0.92, 0.1, 0.94, 0.9]
>
> cgColorbar, Title=title, Divisions=12, NColors=num_colours, $
>
> Range=[MIN(data_map),MAX(data_map)], TickLen=1.0, POSITION=pos, Charsize=1, $
>
> PALETTE=pal, /VERTICAL, /RIGHT, FORMAT='(D0.2)'
```

---