Subject: Re: Colorbar with fixed level and color
Posted by David Fanning on Sun, 16 Sep 2012 22:43:45 GMT
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Rosie writes:

> 1.It is working in unix, though cgerase or other cg command
> is not working in windows environment. Also Brewer command
> seems not working in windows.

I spend my life working in a Windows environment, so I'm
pretty sure the Coyote Graphics routines work there. :-)

It seems more likely to me that the Library hasn't been
installed properly. Read the directions carefully:

  http://www.idlcoyote.com/code_tips/installcoyote.php

What gives you the impression they don't work?

> 2.If I want to specify colorbar at bottom of contour plot, then
> I need to put position command on contour command as well
> as on colorbar command?

Yes, if you need more space, you must position things accordingly.

> 3.I want to draw smooth contouring of z1. Shall I put it as
> z1=smooth(z1,2) and then contour,z1?

Smoothing will help, although the second parameter to Smooth
must be at least a 3 to do any good. It should also be an
odd number.

> 4.I want to thicken the zero line.

You may have to draw this thicker after the fact. cgPlotS
should work. You can use the usual ![XY].Window or ![XY].CRange
system variables to work out where to draw.

> 5. For showing significant test, I put c_orient=45. If I only
> want to see dot instead of hatching, can I do that?

I don' know off-hand. It has been 20 years or so since I
have used fill patterns. And I'm off to staff a Poudre
Wilderness Volunteers booth at a local fair today. But,
I would investigate how to create fill patterns.

Cheers,

David

--
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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")