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Subject: Re: Colorbar with fixed level and color  
Posted by [David Fanning](#) on Fri, 14 Sep 2012 13:57:55 GMT  
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Rosie,

You may prefer this color bar:

```
nl=19; nl,number of level
level=findgen(nl)*.5-4.5
names = String(level, Format='(f0.1)')
names[[0,18]]=" "
names[Indgen(9)*2+1] = " "
names[0] = '<-4.5'
names[18] = '>4.5'
cgerase
cgLoadCT, 25, NColors=20, Bottom=1, /Brewer
cgColorBar, NColors=18, Bottom=2, Division=18, $
  Range=[Min(level),Max(level)], TickNames=names, $
  TickLen=1.0, OOB_Low=1, OOB_High=20
```

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.")

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