
Subject: Re: Colorbar with fixed level and color
Posted by [David Fanning](#) on Fri, 14 Sep 2012 13:45:15 GMT
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Rosie writes:

- > Few more questions:
- >
- > 1) Can I do less than -4 with < sign and more than +4 with > sign ?
- > 2) Another problem is with green colour, they can hardly be differentiated.
- > 3) I used the command division=10, minor=2. But it did not work.

That color table is an ugly one. ;-)

I think I might try something like this:

```
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, Clip=[50,254], NColors=18, Bottom=2, /Brewer
TVLCT, cgColor('red', /Triple), 1
TVLCT, cgColor('blue', /Triple), 20
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.")
