
Subject: Re: Colorbar with fixed level and color
Posted by [David Fanning](#) on Mon, 06 May 2013 23:00:25 GMT
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Sam writes:

> It is working perfect now. Here I have few queries:
>
> 1. To match color of zero level in contour to that with colour bar, I used following commands for my plot and it is working. But colours shift in blue direction in one step. I tried with 'bottom'=2 or =1 in both cases for colourbar and table, but it is not matching together.
>
> nl=13
> level=(findgen(nl)*.5-3)
> colour=(findgen(nl+1))
> cgerase
> cgLoadCT, 24, NColors=14, Bottom=2, /Brewer,/reverse
> cgColorBar,NColors=14, bottom=1, Division=14

I don't have enough information here to answer your question. The levels you use, the way you load colors, the way you specify colors in the contour plot, and the way you specify colors in the color bar all work together. You can see many examples of contour plots and contour colors (with all manner of color bars) in the IDL plot gallery:

<http://www.idlcoyote.com/gallery/index.html>

But, I've never had trouble matching the colors of the contour plot levels to the color bar using Coyote Graphics commands. (I have been MIGHTLY frustrated with Function Graphics commands, but I don't think you are asking about those.)

> 2. Can I simply make white on both sides of zero contour?

I don't know what this means or why it is necessary, but, yes, you can do anything you like with color values.

> 3. The colour you specified are really nice. But can I change those colours a bit, say for both blue or red can they be little lighter? or say can they be purple and orange?

Again, Coyote Graphics routines don't care how you handle your color tables. You can do anything you like with them. Basically, you just tell these routines where to find the colors and how many there are. What you load there is entirely up to you.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
