Subject: Re: simplest contour & .png
Posted by Leslie Moy on Thu, 26 Apr 2012 14:44:32 GMT
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On Apr 26, 10:17 am, David Fanning <n...@idlcoyote.com> wrote:
> David Fanning writes:
>> The code you want probably looks more like this:
>
     cgLoadCT, 33
>>
     cgImage, C, /Scale, /Axes, Position=[0.125,0.125,0.95,0.8], /Window
>>
     cgColorbar, Range=[min(C),max(C)],Divisions=12, XTicklen=1, $
>>
       XMinor=0, Position=[0.125,0.915,0.955,0.95],$
>>
       Charsize=1.00, Format='(F0.4)', /AddCmd
>>
     cgControl, Output='tt.png'
>>
  Now that I think about it, if you really just want 12
  colors, the code probably looks more like this:
>
    cgLoadCT, 33, NColors=12
>
    cgImage, BytScI(C, TOP=11), /Axes, Position=[0.125,0.125,0.95,0.8], $
>
     /Window
>
    cgColorbar, Range=[min(C),max(C)], /Discrete, $
>
      Postion=[0.125,0.915,0.955,0.95],$
>
      Charsize=1.00, Format='(F0.4)', NColors=12, /AddCmd
>
    cgControl, Output='tt.png'
>
>
  Cheers,
> David
>
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.idlcoyote.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
```

It works if I get rid of '/discrete' to the cgcolorbar command. Also, i use 'create_png' not 'output'. My version didn't recognize 'output'. Is this a new command? (I haven't updated in a while).

Btw, why is choosing 12 colors significant? (I chose it because that was the value you have in your book's example). When would i have to use your first suggestion?

My first post! Thank you very very much.

Leslie