
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, ByteScl(C, TOP=11), /Axes, Position=[0.125,0.125,0.95,0.8], $`

> `/Window`

> `cgColorbar, Range=[min(C),max(C)], /Discrete, $`

> `Position=[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
