
Subject: Re: cgcontour colours for 2 panel plot
Posted by [David Fanning](#) on Wed, 12 Jun 2013 21:10:05 GMT
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Phillip Bitzer writes:

> I've also put a snippet of some IDL notes I have up that may or may not help here:
> <https://docs.google.com/file/d/0BxRn65i6z-Z5bjhFUUM1RWNVb0k/edit?usp=sharing>

I made the mistake of letting Coyote read this, and he found this line on your last page:

Note: unfortunately cgSurface is one of the few Coyote routines that uses a color table, not a palette. So, getting the colors to match our contour plot is not as straightforward as it was before. There are ways to do it, but we'll save that for another day.

After reading it he was howling and whining and frothing at the mouth, so I finally gave him 10 minutes off so he could go fix the damn thing. Here it is. He has finally settled down and gotten back to work. :-(

<http://www.idlcoyote.com/programs/cgsurface.pro>

You can call it like this:

```
cgloadct, rgb_table=pal, 33  
cgsurface, cgdemodata(2), Shaded=1, palette=pal, /elevation
```

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.")
