Subject: Re: Adding extra white in middle of colour bar
Posted by David Fanning on Wed, 21 Aug 2013 14:04:46 GMT
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ljs15@fsmail.net writes:

> That's the method I originally used, but that means the white colour is only being given to the middle contour range.
>
> What I want (for example) is eight contours -10,-9,...,-2 to be shades of blue, and eight contours 2,3,...,10 to be shades of red, and the contours between -2 and +2 to be white.
>
> Not sure if this is possible without having to manually make a colour table and load it with tvlct.

If the right color table doesn't exist, you have to create it. No
question about that. :-)

```
cgLoadCT, 22, /Brewer, /Reverse, NColors=21
TVLCT, cgColor(Replicate('white',3), /Triple), 9
cgColorbar, NColors=21, Range=[-10,10], XTicks=2, XMinor=0
```

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.")