
Subject: Re: extra lines in colorbar

Posted by [David Fanning](#) on Mon, 03 Feb 2014 13:03:36 GMT

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simona bellavista writes:

>
> I am doing a plot with a colorbar and I get like 10 extra vertical lines in the bar.
>
> The portion of code that uses colorbar is part of a long code, and this is the problem: the extra lines corresponds to colors that I have used elsewhere in the code calling the routine `cgcolor('something')`.
>
> Say that my startup file is something like
>
> `device,retain=2, decomposed=0`
> `loadct, 39`
>
> and then I run the code
>
> `x = dindgen(10)`
> `plot, x,x, color = cgcolor('red')`
> `plot,x,x, color=cgcolor('green')`
>
> `colors=bytsc1(x)`
> `plot, x,x,/nodata`
> `for i = 0, 9 do plots, x[i],x[i], color=colors[i]`
> `colorbar`
>
> red and green lines appear in the colorbar because I have called `cgcolor('red')` and `cgcolor('green')` previously.
>
> Now, because I don't want to restart idl when I want to use this colorbar, is there a way to delete the memory of the fact that I have called `cgcolor` previously?
>
> I have seen that there is already the topic of a FAQ in Coyote Library that looks similar
>
> http://www.idlcoyote.com/color_tips/lineinct.html
>
> but I don't understand if these two problems are exactly the same.

Aside from giving up on indexed color (if only temporarily while you draw this plot!), a solution I have advocated for at least the past 15 years, you *could* just reload your color table (`LoadCT, 39`) before you draw the color bar on your display.

Another alternative would be to use the `cgPlot` command:

```
x = dindgen(10)
cgplot, x,x, color = 'red'
cgplot,x,x, color= 'green'
```

All the Coyote Graphics commands have abandoned indexed color long ago.

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.")
