Subject: Re: extra lines in colorbar Posted by David Fanning on Mon, 03 Feb 2014 13:03:36 GMT View Forum Message <> Reply to Message

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 = cqcolor('red') > plot,x,x, color=cgcolor('green') > colors=bytscl(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.")