
Subject: Re: logarithmic colorbar

Posted by [David Fanning](#) on Mon, 03 Feb 2014 15:54:43 GMT

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simona bellavista writes:

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>
> I am trying to make a logarithmic colorbar. I am not entirely sure this is correct.
> The variable a that I am plotting as a shade of color is actually a log10(a). In the colorbar I
would like to have a logarithmic axis. I do the following:
>
> colors = bytscl(alog10(a))
>
> plot, x, y, /nodata
> for i = 0, n_elements(x) plots, x[i], y[i], color=colors[i], psym=4
> vtick = alog10(2e3*dindgen(5)+1e3)
> colorbar, range = [min(alog10(a)),max(alog10(a))], orientation=1, tickvalues=vtick,
tickname=string(tickvalues,format='(I6)')
>
> and the ticks are created as usually equi-spaced and they are actually 7.
>
> And also the option orientation does have any effect and I can't get the bar on the side, but
instead it is on the top inside my plot, how do I get it to stay on the side? I think the problem is that
when plot is called it fills the whole window and no space is left.
```

This article might help:

http://www.idlcoyote.com/graphics_tips/logcb.html

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.")
