Subject: Re: display position arrays on an image
Posted by Phillip Bitzer on Mon, 23 Jun 2014 15:54:29 GMT
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On Monday, June 23, 2014 5:43:38 AM UTC-5, g.na...@gmail.com wrote:
> I used the VECCOLORS keyword to make the vectors but it always be black or white. I used
information from here to create the color: http://www.idlcoyote.com/color_tips/getcolor.php
>
>
> Yellow = [255,255,0]
>
> cgDrawVectors, x, y, pos_x, pos_y,fraction=0.001, VECCOLORS= yellow, /ORDERED,
/OVERPLOT
>
>
>
> The vectors are still white.

I think you need to read a little more carefully:

VECCOLORS in optional
A scalar or vector of colors the same size as velx. May be bytes, short integers, or strings. Bytes
and short integers are treated as indices into the current color table. The default is "opposite".

You're providing short integers, so it's reading indices.

Either put the colors you want in the current color table, or simply provide the string(s) of the color:
cgDrawVectors, x, y, pos_x, pos_y,fraction=0.001, VECCOLORS= 'yellow', /ORDERED,
/OVERPLOT