
Subject: Re: Scaling cgColorbar to match data

Posted by [David Fanning](#) on Thu, 09 Oct 2014 03:40:54 GMT

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Richard writes:

> I'm attempting to generate a plot with varying symbol colours. I've been able to scale my large range of data points to a 256 colour table but I haven't got the foggiest as how to scale the cgColorbar to match. At the bottom of this post is a simple example of what I'm attempting to do.

I'm not sure I'm seeing what you are seeing, but I would change this code:

```
> cgloadct, col, NColors=ncol
>
> PLOTSYM, 0, /FILL
>
> FOR i=0,49 DO BEGIN
>   cgplot,[x[i]], [y[i]], PSYM = 8, /OVERPLOT, color=FIX(Colors_test[i])
> ENDFOR
```

To this:

```
cgloadct, col, NColors=ncol
FOR i=0,49 DO BEGIN
  cgplot,[x[i]], [y[i]], PSYM = 16, /OVERPLOT, color=BYTE(Colors_test[i])
ENDFOR
```

Does that make any difference?

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.")
