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Subject: cgWindRose has error producing legend?  
Posted by [BLesht](#) on Mon, 20 Oct 2014 16:59:44 GMT  
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Hi - I am using cgWindRose for a little exploratory work. My input data are straightforward, hourly observations from a NDBC buoy. I just remove the missing data and call cgWindRose:

```
;
good = WHERE(wd NE 99.00, ngood)      ; Missing wind data have value 99.00
cgWindRose, wspd[good], wd[good], TITLE = buoyName+STRING(year, FORMAT='(I5)')
;
```

I do get a wind rose, but two things are strange. First, it looks like the rose isn't sized correctly for the window - the "East" label is cut off - and second, I get a legend heading "Wind Speed (m/s)" but no legend with the error message:

Traceback Report from CGLEGENDITEM::INIT:

```
% CGLEGENDITEM::INIT: Number of COLORS elements not equal to the number of legend
items.
```

```
% Execution halted at:  CGLEGENDITEM::INIT  234
/Users/blesht/IDLStuff/coyote/cglegenditem__define.pro
%          CGLEGEND      200 /Users/blesht/IDLStuff/coyote/cglegend.pro
%          CGWINDROSE    363 /Users/blesht/IDLStuff/coyote/cgwindrose.pro
%          LSUP_WIND_STRESS  35
/Users/blesht/IDLWorkspace82/Default/lsup_wind_stress.pro
%          $MAIN$
```

I'm running IDL8.2.3 on MacOSX10.8.5 and my Coyote library is current through revision 1494. I don't have any other graphics calls (e.g. color tables, etc.) before the call to cgWindRose.

I haven't seen any other posts reporting this (or any other issues with cgWindRose), so I'm probably doing something wrong, but I haven't figured out what it could be. Any help much appreciated.

Thanks, Barry

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