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Subject: Re: How to create a colour table in IDL?

Posted by [atmospheric physics](#) on Thu, 15 Jan 2015 17:28:43 GMT

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Hello David & Jeff,

Thanks for the advice. While I could get the plot as desired, I still find the axis, ticks and labels in 'red' colour (for both the colorbar and plot).

Am I missing something? How can I change the color of axis, ticks and labels to default 'black' color?

-----  
PRO testplot

```
tindex = indgen(1000)
d = randomu(1L, 12, 1000)
minval = MIN(d, MAX=maxval)
```

```
FigFile = 'testplot1.ps'
```

```
cgPS_Open, FigFile
cgDisplay
thick = (!D.Name EQ 'PS') ? 2:1
```

```
!P.Multi=0
```

```
device, decomposed=0
cgLoadCT, 0
cgLoadCT, 22, /Brewer, ncolors=6
```

```
mg_horizon, tindex, d, nbands=6, titles=ytitles, $
xstyle=1, ystyle=1, Xrange=[0,1000], $
Thick=thick, Font=-1, minimum=minval, $
maximum=maxval, Position=[0.1,0.3,0.70,0.94], $
colors=[0, 1, 2, 3, 4, 5]
```

```
cgColorbar, ncolors=6, divisions=6, TCharsize=0.12, $
range=[minval,maxval],/right, tlocation='right', $
Title='d',/Vertical, Font=-1, Minor=5, $
Position=[0.81,0.32,0.83,0.90]
```

```
; Closing the figure file
cgPS_Close
; Create a PNG file
cgPS2Raster, FigFile, /PNG
```

END

-----  
Thanks in advance,  
Regards,  
Madhavan

On Thursday, January 15, 2015 at 3:06:42 PM UTC+1, Jeff B wrote:

```
>>  cgLoadCT, 22, /Brewer
>>  tvlct, 0, 0, 0, 0
>>  tvlct, 255, 255, 255, 255
>>
>>  cgColorbar, /Brewer, CTindex=22, TCharsize=0.12, $
>>    range=[minval,maxval],/right, tlocation='right', $
>>    Title='d',/Vertical, Font=-1, Minor=5, $
>>    Position=[0.81,0.32,0.83,0.90]
>
>
> Firstly, you need to add NCOLORS = 6 to both cgLoadCT and cgColorbar, Secondly, don't use
the BREWER and CTINDEX keywords when you call cgColorbar; you have already loaded the
color table you want. See the difference between
>
>  cgLoadCT, 22, /brewer, nColors = 6
>  cgColorbar, nColors = 6
>
> and
>
>  cgLoadCT, 22, /brewer, nColors = 6
>  cgColorbar, /brewer, ctIndex = 22, nColors = 6
>
> The last one does not use the color table you have loaded with cgLoadCT. Also note that when
you do
>
>  tvlct, 0, 0, 0, 0
>
> you are overwriting the first element of the color table. Therefore, black becomes one of the six
colors you are using. If this is not the desired behavior, then perhaps you should place this outside
the first six elements. I suggest using clIndex to look at what this does to your color table.
```

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