Subject: cgcontour and cgcolorbar irregular levels
Posted by tho.siegert on Tue, 09 Aug 2016 17:22:21 GMT
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Hi all,

my problem is that when I use irregular spacings for contours in e.g. cgcontour, and then want to use a colorbar for it, e.g. with cgcolobar, I cannot match the colorbar and the data.

Example:
```
cgdisplay,1024*1.25,1024
cgloadct,39
aa = 10^(dindgen(100)/99*4-2)
 cgcontour,dist(100)^2,aa,aa,levels=[2^(dindgen(10)),(dindgen
(10)+1)*550],/fill,position=[0.1,0.1,0.74,0.9],/xlog,/ylog
 cgcontour,dist(100)^2,aa,aa,levels=[2^dindgen(10),(dindgen(1
0)+1)*550],/noerase,position=[0.1,0.1,0.74,0.9],/xlog,/ylog
 cgcolorbar,pos=[0.8,0.1,0.9,0.9],/vert,range=minmax([2^dindg en(10),(dindgen(10)+1)*550]),/ylog
```

You can immediately see that neither the colorbar range does not conform to the data. Also if the /ylog is removed, of course, it does not fit.

What do I have to do if I need irregular (here powerlaw for low values and linear for high values) contours and colours?

Thanks,
Thomas