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Subject: Re: xplots3D - colorbar  
Posted by [penteado](#) on Tue, 08 Sep 2009 17:43:22 GMT  
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On Sep 8, 7:21 am, "Thibault ." <garthalg...@yahoo.fr> wrote:  
> Hi,  
>  
> I can't figure out how to use xplot3d with IDLgrcolorbar.  
> I created a color table (scaling with my data values) and i want to  
> apply it to a 3D plot but I don't know what to do!!  
> If anyone's got an idea...  
> Thanks

It is much easier to it with iplot, instead of xplot3d. For instance:

```
x=findgen(10) & y=x & z=x & colors=x*255/9.  
iplot,x,y,z,vert_colors=colors,/insert_colorbar,rgb_table=1
```

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Subject: Re: xplots3D - colorbar  
Posted by [penteado](#) on Tue, 08 Sep 2009 17:50:26 GMT  
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On Sep 8, 2:43 pm, pp <pp.pente...@gmail.com> wrote:  
> On Sep 8, 7:21 am, "Thibault ." <garthalg...@yahoo.fr> wrote:  
>  
>> Hi,  
>  
>> I can't figure out how to use xplot3d with IDLgrcolorbar.  
>> I created a color table (scaling with my data values) and i want to  
>> apply it to a 3D plot but I don't know what to do!!  
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> It is much easier to it with iplot, instead of xplot3d. For instance:  
>  
> x=findgen(10) & y=x & z=x & colors=x\*255/9.  
> iplot,x,y,z,vert\_colors=colors,/insert\_colorbar,rgb\_table=1

That is using a standard table (1). If you made your own colortable,  
pass it (3x256 or 256x3 array) as the value of rgb\_table.

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Subject: Re: xplots3D - colorbar  
Posted by [Thibault .](#) on Wed, 09 Sep 2009 10:33:15 GMT  
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Thanks a lot for your answers!

```
>> x=findgen(10) & y=x & z=x & colors=x*255/9.  
>> iplot,x,y,z,vert_colors=colors,/insert_colorbar,rgb_table=1
```

OK for iplot!

> That is using a standard table (1). If you made your own colortable,  
> pass it (3x256 or 256x3 array) as the value of rgb\_table.

OK, what is the command? iplot,x,y,z,rgb\_table=my\_colortable,  
insert\_colorbar ?  
Do I need the color=.... keyword?

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Subject: Re: xplots3D - colorbar  
Posted by [penteado](#) on Wed, 09 Sep 2009 20:11:49 GMT  
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On Sep 9, 7:33 am, "Thibault ." <garthalg...@yahoo.fr> wrote:

> Thanks a lot for your answers!

>

```
>>> x=findgen(10) & y=x & z=x & colors=x*255/9.
```

```
>>> iplot,x,y,z,vert_colors=colors,/insert_colorbar,rgb_table=1
```

>

> OK for iplot!

>

>> That is using a standard table (1). If you made your own colortable,  
>> pass it (3x256 or 256x3 array) as the value of rgb\_table.

>

> OK, what is the command? iplot,x,y,z,rgb\_table=my\_colortable,/

> insert\_colorbar ?

> Do I need the color=.... keyword?

Something like

```
iplot,x,y,z,vert_colors=colors,  
insert_colorbar,rgb_table=my_colortable
```

Where my\_colortable is a 3x256 or 256x3 array with the r,g,b values  
for each of the 256 color indexes.

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