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Subject: Re: Simple CG Map w/ color

Posted by [David Fanning](#) on Fri, 12 Aug 2011 15:07:36 GMT

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Leslie Moy writes:

- > Okay first time posting to this board. Here goes...
- >
- > I use CG ALL the time now to do simple plots and find getting a clean
- > output sooo much nicer than standard IDL, so i thought there should be a
- > way to do a simple colored map output with CG. But the examples in the
- > book seem to about contours on top of a map, not coloring a spot on the map.
- >
- > I'd appreciate any help.

Well, first of all, I don't see any Coyote Graphics routines IN that code! Probably it would work better if there were a few. :-)

Secondly, you break the first rule of Coyote Graphics, which is to NEVER load drawing colors at color index 0 or 255.

But, that said, I don't see any reason this code won't produce the correct colors IF the Z-graphics device is set up as an 8-bit device using indexed color. Is that how you have set it up? You could use a `Help, /Device` to confirm.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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