
Subject: Re: cgcolor load color to the current color table.
Posted by [David Fanning](#) on Wed, 26 Oct 2011 02:16:57 GMT
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Zhang Bo writes:

> when I use color = cgcolor('black'), it will load black in to color
> index 84, which mass up my following TV and colorbar. How to avoid
> this?

Use decomposed color. :-)

Or, if you insist on using the brain-dead TV command and indexed color load your color tables just before you display your image. With cgColorbar, use the AnnotateColor keyword rather than the Color keyword to specify your drawing color.

But, really, use decomposed color. For everything. Really. :-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: cgcolor load color to the current color table.
Posted by [David Fanning](#) on Wed, 26 Oct 2011 03:19:01 GMT
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Zhang Bo writes:

> when I use color = cgcolor('black'), it will load black in to color
> index 84, which mass up my following TV and colorbar. How to avoid
> this?

If you have an index, say 254, where you typically load drawing colors, you can have cgColor load the black color there:

```
IDL> color = cgColor('black', 254)
```

It only chooses 84 as the color index in the absence of

other instructions. But, really, use decomposed color all the time, so no colors ever have to be loaded anywhere. :-)

Cheers,

David

--

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Subject: Re: cgcolor load color to the current color table.
Posted by [Zhang Bo](#) on Wed, 26 Oct 2011 17:40:18 GMT
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On Oct 25, 10:16 pm, David Fanning <n...@dfanning.com> wrote:
> Zhang Bo writes:
>> when I use color = cgcolor('black'), it will load black in to color
>> index 84, which mass up my following TV and colorbar. How to avoid
>> this?
>
> Use decomposed color. :-)
>
> Or, if you insist on using the brain-dead TV command and
> indexed color load your color tables just before you display
> your image. With cgColorbar, use the AnnotateColor keyword
> rather than the Color keyword to specify your drawing color.
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> But, really, use decomposed color. For everything. Really. :-)
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> Cheers,
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> David
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> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
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> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

With decomposed color, how to show color gradient in a contour plot?
The we I can image is by setting an array of gradient numbers for

colors every time, which seems not quite convenient.

Subject: Re: cgcolor load color to the current color table.
Posted by [David Fanning](#) on Wed, 26 Oct 2011 17:50:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Zhang Bo writes:

- > With decomposed color, how to show color gradient in a contour plot?
- > The we I can image is by setting an array of gradient numbers for
- > colors every time, which seems not quite convenient.

I'm not sure what you are asking. cgContour works with color tables and color values in the normal way. It does ALL its drawing in decomposed color mode, if at all possible.

```
Device, Decomposed=1
Loadct, 5
cgContour, cgDemoData(2), /Fill, NLEVELS=15
```

Cheers,

David

--

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Subject: Re: cgcolor load color to the current color table.
Posted by [Zhang Bo](#) on Wed, 26 Oct 2011 20:31:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Oct 26, 1:50 pm, David Fanning <n...@dfanning.com> wrote:

- > Zhang Bo writes:
- >> With decomposed color, how to show color gradient in a contour plot?
- >> The we I can image is by setting an array of gradient numbers for
- >> colors every time, which seems not quite convenient.
- >
- > I'm not sure what you are asking. cgContour works with
- > color tables and color values in the normal way. It does
- > ALL its drawing in decomposed color mode, if at all possible.
- >
- > Device, Decomposed=1

> Loadct, 5
> cgContour, cgDemoData(2), /Fill, NLEVELS=15
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Sounds like using cgcontour can make the color right instead of using just contour under decomposed color.

Thanks.

Subject: Re: cgcolor load color to the current color table.
Posted by [David Fanning](#) on Wed, 26 Oct 2011 21:14:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Zhang Bo writes:

> Sounds like using cgcontour can make the color right instead of using
> just contour under decomposed color.

Ya think?

Cheers,

David

--

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Fanning Software Consulting, Inc.
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