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Subject: extra lines in colorbar

Posted by [simona bellavista](#) on Mon, 03 Feb 2014 09:57:55 GMT

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I am doing a plot with a colorbar and I get like 10 extra vertical lines in the bar.

The portion of code that uses colorbar is part of a long code, and this is the problem: the extra lines corresponds to colors that I have used elsewhere in the code calling the routine `cgcolor('something')`.

Say that my startup file is something like

```
device,retain=2, decomposed=0
loadct, 39
```

and then I run the code

```
x = dindgen(10)
plot, x,x, color = cgcolor('red')
plot,x,x, color=cgcolor('green')

colors=bytsc1(x)
plot, x,x,/nodata
for i = 0, 9 do plots, x[i],x[i], color=colors[i]
colorbar
```

red and green lines appear in the colorbar because I have called `cgcolor('red')` and `cgcolor('green')` previously.

Now, because I don't want to restart idl when I want to use this colorbar, is there a way to delete the memory of the fact that I have called `cgcolor` previously?

I have seen that there is already the topic of a FAQ in Coyote Library that looks similar

[http://www.idlcoyote.com/color\\_tips/lineinct.html](http://www.idlcoyote.com/color_tips/lineinct.html)

but I don't understand if these two problems are exactly the same.

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Subject: Re: extra lines in colorbar

Posted by [Matthew Argall](#) on Mon, 03 Feb 2014 12:27:00 GMT

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> red and green lines appear in the colorbar because I have called `cgcolor('red')` and `cgcolor('green')` previously.

>  
> Now, because I don't want to restart idl when I want to use this colorbar, is there a way to delete the memory of the fact that I have called `cgcolor` previously?

Try saving the color table before you call cgColor, then restoring it after the call

```
tvlct, r, g, b, /get
```

```
x = dindgen(10)
plot, x,x, color = cgcolor('red')
plot,x,x, color=cgcolor('green')
```

```
tvlct, r, g, b
```

```
colors=bytsc1(x)
plot, x,x,/nodata
for i = 0, 9 do plots, x[i],x[i], color=colors[i]
colorbar
```

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Subject: Re: extra lines in colorbar

Posted by [David Fanning](#) on Mon, 03 Feb 2014 13:03:36 GMT

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simona bellavista writes:

```
>
> I am doing a plot with a colorbar and I get like 10 extra vertical lines in the bar.
>
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lines corresponds to colors that I have used elsewhere in the code calling the routine
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> plot, x,x,/nodata
> for i = 0, 9 do plots, x[i],x[i], color=colors[i]
> colorbar
>
> red and green lines appear in the colorbar because I have called cgcolor('red') and
cgcolor('green') previously.
```

>  
> Now, because I don't want to restart idl when I want to use this colorbar, is there a way to delete the memory of the fact that I have called cgcolor previously?  
>  
> I have seen that there is already the topic of a FAQ in Coyote Library that looks similar  
>  
> [http://www.idlcoyote.com/color\\_tips/lineinct.html](http://www.idlcoyote.com/color_tips/lineinct.html)  
>  
> but I don't understand if these two problems are exactly the same.

Aside from giving up on indexed color (if only temporarily while you draw this plot!), a solution I have advocated for at least the past 15 years, you *could* just reload your color table (LoadCT, 39) before you draw the color bar on your display.

Another alternative would be to use the cgPlot command:

```
x = dindgen(10)
cgplot, x,x, color = 'red'
cgplot,x,x, color= 'green'
```

All the Coyote Graphics commands have abandoned indexed color long ago.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

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Subject: Re: extra lines in colorbar  
Posted by [Phillip Bitzer](#) on Mon, 03 Feb 2014 16:11:37 GMT  
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FWIW, doing this without loading a color table:

```
x = DINDGEN(10)
```

```
cgPlot, x, x, COLOR='red'
cgPlot, x, x, COLOR='green'
```

```
cgLoadCT, 39, RGB_TABLE=rgb
```

```
colorInd = BYTSCL(x)
rgb =rgb[colorInd, *] ;pare down the "color table" to just the colors you need/want
```

```
colors = cgColor24(rgb) ;make some long integers
```

```
cgPlot, x, x, /NODATA
```

```
FOR i=0, 9 DO cgPlots, x[i], x[i], COLOR=colors[i], PSYM=2
```

```
cgCOLORBAR, ....., PALETTE=rgb ;make the color bar, using your pared down "color table"
```

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