
Subject: display position arrays on an image
Posted by [g.nacarts](#) on Thu, 19 Jun 2014 20:52:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi

I use the cgDrawVectors to make some position arrays of an image, and then plot them on a diagram. I was wondering if anyone knows how to plot these vectors on the top of the image instead of plotting them on a separate window.

Regards,
Gina

Subject: Re: display position arrays on an image
Posted by [g.nacarts](#) on Thu, 19 Jun 2014 20:53:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

When I said on top of the image I mean on the image not on top it was a typo.

Subject: Re: display position arrays on an image
Posted by [David Fanning](#) on Thu, 19 Jun 2014 22:24:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

g.nacarts@gmail.com writes:

> I use the cgDrawVectors to make some position arrays of an image, and then plot them on a diagram. I was wondering if anyone knows how to plot these vectors on the top of the image instead of plotting them on a separate window.

Set the SAVE keyword on the cgImage command that displays the image.
This will establish the image "coordinate" system. (You may have to use the XRange and YRange keywords to get this set up as you need it.)
cgDrawVectors will draw itself in whatever coordinate system has been set up for it.

Cheers,

David

--

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

Subject: Re: display position arrays on an image
Posted by [g.nacarts](#) on Fri, 20 Jun 2014 11:54:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am using the tvscl command to display the image. But I tried the save command and I just had the position vectors. The image is not shown anywhere.

My code was like this:

```
cgDisplay, 550, 550  
cgimage, image, /save  
cgDrawVectors, x, y, pos_x, pos_y, fraction=0.001, /ORDERED
```

Subject: Re: display position arrays on an image
Posted by [David Fanning](#) on Fri, 20 Jun 2014 16:32:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

g.nacarts@gmail.com writes:

> I am using the tvscl command to display the image. But I tried the save command and I just had the position vectors. The image is not shown anywhere.

> My code was like this:

>

> cgDisplay, 550, 550

> cgimage, image, /save

> cgDrawVectors, x, y, pos_x, pos_y, fraction=0.001, /ORDERED

>

Try setting the SCALE keyword on cgImage.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

Subject: Re: display position arrays on an image
Posted by [g.nacarts](#) on Sat, 21 Jun 2014 19:11:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

I tried SCALE keyword but still the same as before I can only visualise the vectors not the image.

Subject: Re: display position arrays on an image
Posted by [David Fanning](#) on Sat, 21 Jun 2014 19:31:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

g.nacarts@gmail.com writes:

> I tried SCALE keyword but still the same as before I can only visualise the vectors not the image.

Ah, probably need to set the OVERPLOT keyword on cgDrawVectors.

Cheers,

David

--

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

Subject: Re: display position arrays on an image
Posted by [g.nacarts](#) on Sat, 21 Jun 2014 19:43:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

I didn't use any keyword in cgimage. I just use the /overplot keyword in cgDrawVectors and it displays the vectors on the image. Thanks David :)

Subject: Re: display position arrays on an image
Posted by [g.nacarts](#) on Sat, 21 Jun 2014 19:49:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

This question it might be silly but I was wondering if we are able to change the color of the arrows using the cgDrawVectors function (the default color is white).

Subject: Re: display position arrays on an image
Posted by [David Fanning](#) on Sun, 22 Jun 2014 03:25:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

g.nacarts@gmail.com writes:

> This question it might be silly but I was wondering if we are able to change the color of the arrows using the cgDrawVectors function (the default color is white).

Yes, it is a bit silly when all the documentation about these routines

is built into the header of the file itself, and is available on-line:

<http://www.idlcoyote.com/idldoc/cg/index.html>

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Seppure ma de ni thue. ("Perhaps thos speakest truth.")

Subject: Re: display position arrays on an image

Posted by [g.nacarts](#) on Mon, 23 Jun 2014 10:43:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

I used the VECCOLORS keyword to make the vectors but it always be black or white. I used information from here to create the color: http://www.idlcoyote.com/color_tips/getcolor.php

My code is like this:

```
Yellow = [255,255,0]
```

```
cgDrawVectors, x, y, pos_x, pos_y, fraction=0.001, VECCOLORS= yellow, /ORDERED,  
/OVERPLOT
```

The vectors are still white.

Subject: Re: display position arrays on an image

Posted by [Phillip Bitzer](#) on Mon, 23 Jun 2014 15:54:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Monday, June 23, 2014 5:43:38 AM UTC-5, g.na...@gmail.com wrote:

> I used the VECCOLORS keyword to make the vectors but it always be black or white. I used information from here to create the color: http://www.idlcoyote.com/color_tips/getcolor.php

>

>

> Yellow = [255,255,0]

>

> cgDrawVectors, x, y, pos_x, pos_y, fraction=0.001, VECCOLORS= yellow, /ORDERED,
/OVERPLOT

>

>

>

> The vectors are still white.

I think you need to read a little more carefully:

VECCOLORS in optional

A scalar or vector of colors the same size as velx. May be bytes, short integers, or strings. Bytes and short integers are treated as indices into the current color table. The default is "opposite".

You're providing short integers, so it's reading indices.

Either put the colors you want in the current color table, or simply provide the string(s) of the color:
cgDrawVectors, x, y, pos_x, pos_y, fraction=0.001, VECCOLORS= 'yellow', /ORDERED,
/OVERPLOT
