Subject: cgcontour and cgcolorbar irregular levels
Posted by tho.siegert on Tue, 09 Aug 2016 17:22:21 GMT
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Hi all,

my problem is that when I use irregular spacings for contours in e.g. cgcontour, and then want to use a colorbar for it, e.g. with cgcolobar, I cannot match the colorbar and the data.

Example:
cgdisplay,1024*1.25,1024
cgloadct,39
aa = 10^(dindgen(100)/99*4-2)
 cgcontour,dist(100)^2,aa,aa,levels=[2^(dindgen(10)),(dindgen
(10)+1)*550],/fill,position=[0.1,0.1,0.74,0.9],/xlog,/ylog
 cgcontour,dist(100)^2,aa,aa,levels=[2^dindgen(10),(dindgen(1
0)+1)*550],/noerase,position=[0.1,0.1,0.74,0.9],/xlog,/ylog
 cgcolorbar,pos=[0.8,0.1,0.9,0.9],/vert,range=minmax([2^dindg en(10),(dindgen(10)+1)*550]),/ylog

You can immediately see that neither the colorbar range does not conform to the data. Also if the /ylog is removed, of course, it does not fit.

What do I have to do if I need irregular (here powerlaw for low values and linear for high values) contours and colours?

Thanks,
Thomas

Subject: cgcontour and cgcolorbar irregular levels
Posted by DavidF[1] on Sat, 13 Aug 2016 22:50:28 GMT
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I'm thousands of miles away from my computer, but my guess is that you will have to write your own color bar routine. cgColorbar was never written with this kind of functionality in mind.

Cheers,

David