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Subject: contour filling

Posted by [russell](#) on Tue, 26 Apr 1994 22:18:47 GMT

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Hi,

I've been trying to make some filled contours over a mapped area. So, I first set up my map background by using MAP\_SET and then using contour with /fill to get filled contours. The only problem is that often IDL does not fill the contours correctly especially near the border of the contoured area.

I came across a warning in the help pages under CONTOUR. It says:

Note that when used with a map projection established by MAP\_SET, only closed contours that do not intersect window borders are filled.

Does anyone have any ideas on how to solve this poor contouring problem??

thanks,

Russ

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