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Subject: IDLgrWindow, Map\_Patch, and contours  
Posted by [John Eylander](#) on Sat, 14 Apr 2001 15:12:41 GMT  
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Hey all,

have a couple of questions. First, after I re-map an image with Map\_Patch, I tried to contour the image, and the contour lines were all over the place (I believe due to some sort of triangulation routine Map\_Patch runs). Is there a way to contour the data after I remap it with Map\_Patch, or am I out of luck?

Secondly, I tried to view the same image in an IDLgrWindow in an attempt to move towards Object Orientated Graphics. However, the image did not plot out correctly, with a smattering of mis-placed pixels along the top of the graphics window. Does Map\_Patch work with IDLgrWindow routines? Thanks in advance!

John Eylander

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