Subject: filled contour workaround Posted by caron on Wed, 01 Mar 1995 22:49:59 GMT

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After putting up with filled contours not working correctly, I finally stumbled upon a work-around. I am plotting global data with a world map in /cylindrical projection. So what I used to do was:

- 1) call map set to establish coord.system
- 2) call contour to draw filled contours, using /overplot
- 3) call map_continents to put world map on top only trouble is, often but not always some of the contours would not fill in. RSI fixed some of the problem in a release, but it has never worked right.

Here's the workaround:

- 1) call map_set to establish coord. system
- 2) call contour to draw filled contours, without /overplot: now the contours are filled correctly, apparently because you let contour routine establish its own coord. system
- 3) call map_set again, guessing at the values that make its coord system the same as the one mysteriously selected by contour
- 4) call map continents to put world map on top

Heres the workaround code, the last three lines to contour are new:

```
; establish projection
map_set, /cylindrical, /noerase, color = 1, limit = limits, /noborder
if cc contour filled then begin
 contour, arr, cc_lon(cc_lon0:cc_lon1), cc_lat(cc_lat0:cc_lat1), $
   levels = cc contour levels, $
   c colors = cc contour colors, color = 1, $
   max_value = imd_missing_data, $
   /overplot, /fill, /follow, /closed, /noerase
   xmargin = [0,0], ymargin = [0,0], $
   xstyle = 4, ystyle = 4, $
   /fill, /follow, /closed, /noerase
  ; draw the continents on top of contours
  ; some funny bug: must "guess" at contour parameters
 map set, /cylindrical, title = plot title(level name(cc pv lev idx)), /noerase, $
   color = 1, limit = limits, $
   xmargin = [4,4], ymargin = [3,3]
 map_continents, color = cc_map_color_idx, mlinethick=1
```

Maybe someone can improve on this workaround. The problem is that the coord system is only approximately the same (within a charactor!!). I tried manipulating !x.s and

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