
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 character!!). I tried manipulating !x.s and

!y.s but it didnt seem to work.
