
Subject: Re: idlgrcontour missing contours
Posted by [btt](#) on Tue, 03 May 2005 17:26:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jan wrote:

> Hello
>
> I have this idlgrcontour object that are missing quite a few of its
> contours. I am trying to contour the contents of a 200x200 array using 60
> contour levels, however, only the first 9 contours show up. If I ask for
> 120 contours it will show the first 19 etc. Hence, it looks to me that it
> is the lower values it refuses to draw.
>
> The max and min values of the data are -0.0222723 and -5.27345, and the
> idlgrcontour object knows about this (I can read those values out using
> getproperty). Idlgrcontour found those values by itself, so
> apparently it knows about the entire array. Also, I can read out the
> entire array and get the correct array out.
>
> The viewplane_rect has the correct size. The contours are cut
> off in the middle of the window.
>
> The funny thing is that the contours can be drawn nicely using direct
> graphics, so I know the data is correct.
>
> Also, if I divide the entire dataarray with 10, idlgrcontour is capable of
> drawing all the contours.
>
> I put the two plots here:
> <http://www.fys.ku.dk/~staff/idl/>
> if you want to see how it looks. They should both have been with 60
> contours, and they should have looked the same.
>
> Any suggestions to what is going wrong?

Hello,

Have you tried adjusting the ZCLIP property to IDLgrView? That might be
a good place to look.

Ben
