Subject: Re: shading in contour plots
Posted by c.hoyle on Wed, 13 Jul 2005 07:34:04 GMT

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> Offhand, you can try some other approaches, such as something like:
> IDL> shade_surf,sf,shade=bytscl(sf),az=0,ax=90,ztickname=strarr(2 0)+' '
>
> where you may want to fiddle with the byte scaling. If you data is 0 and 1,
> you could just do a "shade = sf*250" or something like that.
> Also, one could use tvimage or tv to plot the image (again with appropriate
> bytscling)
>
> However, if you want to accurately shade every rectangle, you may want to
> polyshade each region by itself (easy for rectangles, more difficult for
> arbitrary
> shapes).
>
> Cheers,
> bob

Good idea, I hadnt thought of that. I think TV will be the best bet.
thanks,
Chris.