Subject: Re: shading in contour plots
Posted by R.G. Stockwell on Mon, 11 Jul 2005 15:46:21 GMT
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"C. Hoyle" <c.hoyle@pmodwrc.ch> wrote in message
news:470ec27d.0507110036.44976c0d@posting.google.com...

> I think this better describes my problem. Consider the following:
...
> If you only use levels 0 and 1, the line on the far left does not show
> up. If you use levels in between 1 and 0, the boundaries of the other
> rectangles are no longer properly defined. This is not such a problem
> with rectangles, but if the shapes are more complicated, then the
> result is not
> good. I dont think that this is a problem with nlevels (I dont use it)
> or /fill (I use /cell_fill).
> cheers,
> Chris

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