Subject: Re: shading in contour plots
Posted by David Fanning on Mon, 11 Jul 2005 09:00:29 GMT
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## C. Hoyle writes:

- > 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).

Yes, I agree. The "problem" you seem to describe has to do with how the program finds the "contour". In my experience, there are \*hundreds\* of ways to do this, all of them correct (or incorrect, I guess, as you please). But, in any case, not much you can do if you choose to work with IDL. Although you might try ISOCONTOUR. That uses yet another algorithm, I think.

Cheers,

David