
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
