
Subject: Re: crazy contour

Posted by news.qwest.net on Wed, 02 May 2007 19:12:28 GMT

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"David Fanning" <news@dfanning.com> wrote in message
news:MPG.20a28e8962669003989f79@news.frii.com...

> R.G. Stockwell writes:

>

>> One odd thing, using /fill the file size 0.4mb. I just created the file

>> using /cell and it is a whopping 78Mb (yes megabytes). Obviously

>> something crazy is going on, that cell is handling it (in a thrashing

>> sort

>> of way)

>> and fill is dropping it.

>>

>> I'll reduce the code and post it.

>

> Oh, oh. I'm becoming convinced.

>

> What about this as an off-the wall suggestion. Do the

> fill part of the contour plot (without axes) in the Z

> graphics buffer with CELL_FILL. Then take a snapshot

> of this portion of the window for later display with

> something like TVIMAGE in the PS file. Add your

> actually contour values on top of this image

> (CONTOUR with NOERASE).

Yes, good suggestion. I had tried creating the plot on screen,
and captured it and wrote a jpeg file, the quality was not nearly
good enough for publication. I ended up doing the following:

```
shade_surf,abs(s.st),s.time,s.freq,shade=bytscl(abs(s.st)),  
xtitle='Time',ytitle='Frequency',az=0,ax=90,$  
ztickname = [' ',' ',' ',' ',' ']
```

(the blank z ticknames remove a tiny bit of clutter that appears
from the z labels)

Cheers,
bob
