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Subject: Re: crazy contour

Posted by [David Fanning](#) on Wed, 02 May 2007 19:04:12 GMT

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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).

I'm going to guess that should reduce the size of the file (which I'm sure are due to LOTS of polygons) considerably. Probably to less than a filled contour with FILL. :-)

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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