
Subject: Re: stippling or cross hatching in contour plot
Posted by [David Fanning](#) on Fri, 05 Oct 2007 21:47:04 GMT
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MA writes:

- > I have a couple of maps (contour plots with filled, colored contours)
- > that I'd like to overlay with stippling or hatching without blocking
- > the color underneath. Does anybody have a suggestion on this problem?
- > I'm trying to mark areas with high or low significance in the plot. A
- > simple contour doesn't work very well since the data is pretty noisy,
- > and I end up getting a lot of lines.
- >
- > The only way to hatch things that I've found is with the `c_orientation`
- > keyword in the contour procedure. My problem with that is that it will
- > always hatch above the topmost defined level. I.e. if I want to hatch
- > between values of 25 and 50, and set `levels=[25,50]`, it will hatch
- > above 50 as well. Also, it erases the colors underneath the hatched
- > portions.

As usual with IDL contours, you can't let IDL choose the contours for you. You have to choose them yourself, and the lowest one better be coincident with the `MIN(data)` if you expect to make sense of what you are doing. :-)

<http://www.dfanning.com/tips/nlevels.html>

I don't see how it can erase the colors underneath, unless you forget to use the `NOERASE` keyword. But the hatching has no choice but to be drawn on top of the color, assuming you have drawn the colors before the hatching. If it seems to be erasing, maybe the hatching is too dense. You could lighten up on that.

- > Or should I use `polyfill` instead? I've done stippling before by
- > defining a pattern for `polyfill`. I think this would cover over the
- > underlying color contours, too. Unless I redefine the pattern in each
- > box with the correct color...

In direct graphics, `POLYFILL` and `Contour` just replace pixels, they don't "cover" anything up. Perhaps you could create an example of what you mean.

Cheers,

David

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