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Subject: Re: stippling or cross hatching in contour plot

Posted by [MA](#) on Mon, 08 Oct 2007 18:48:55 GMT

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Hello David,

thanks, that's definitely an improvement. However, I'm still trying to hatch only between two levels (significant areas), not hatch all over the plot. I've modified your code a bit, and now it's working. I basically create a new array from the original, in which I set all points I want to hatch to 1, all points I don't want to hatch over to 0, then contour at levels 1 and above.

```
.*****
;
;; create some data
array=dist(10,10)

Window,2
loadct,2
;; contour data with color
loadct, 33, ncolors=5, bottom=1
device, decomposed=0, get_decomposed=theState

thisDevice = !D.Name
xsize = !D.X_Size
ysize = !D.Y_Size
Set_Plot, 'Z'
Device, Set_Resolution=[xsize,ysize], Z_Buffer=0
contour,array,levels=indgen(5),c_colors=indgen(5)+1,/fill, $
    xstyle=1, ystyle=1, position=[0.1, 0.1, 0.9, 0.9]
;; try to put hatching on top
locx = [0.1, 0.9] * xsize
locy = [0.1, 0.9] * ysize
snap1 = TVRD(locx[0], locy[0], locx[1]-locx[0]+1, $
    locy[1]-locy[0]+1)
;; create new array for hatching
newarray=array
;; set points I want to hatch over to 1
newarray[Where(array GT 2.5 AND array LT 5.)]=1.
;; set points I don't want to hatch over to 0
newarray[Where(array le 2.5 OR array ge 5.)]=0.
;; contour level=1 and some value above, which results in
;; hatching only over the area where the original array
;; had values between 2.5 and 5.
contour, newarray,levels=[1,2],/overplot, $
    c_orientation=[45]
snap2 = TVRD(locx[0], locy[0], locx[1]-locx[0]+1, $
    locy[1]-locy[0]+1)
```

```
Set_Plot, thisDevice
contour,array, xstyle=1, ystyle=1, /NoData, $
    position=[0.1, 0.1, 0.9, 0.9]
TV, snap1 > snap2, locx[0], locy[0]
device, decomposed=theState
end
.***** ***
,
```

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