
Subject: Re: Anyone can explain this?

Posted by [xiao zhang](#) on Wed, 10 Dec 2008 17:32:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Dec 7, 5:45 pm, David Fanning <n...@dfanning.com> wrote:

> xiao writes:

>> Hi ~ guys. I have a question about the contour command. When I call

>> it like this:

>> ...

>> It shows me the right color and I can change the color in the contour

>> command, Why is that? Any one got ideas?

>

> The contour command requires that you use index colors. Load your

> R, G, and B vectors into the color table, then set up C_COLOR like

> this:

>

> Device, Get_Decomposed=theState, DECOMPOSED=0

> TVLCT, r, g, b, 1

> Map_Set, ...

> CONTOUR,, C_COLORS=Indgen(64)+1B

> Device, DECOMPOSED=theState

>

> Cheers,

>

> David

> --

> 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.")

Sorry, David, But i have another question, I suddenly realized that my map did not show the continent line. The continent line was erased by the contour . But if I put the map_grid and map_continents after the contour, it showed me the error :

-Current plotting device must have mapping coordinates..

I think i have used the overplot and noerase key word in contour command. But it still does not shown.....

Thanks ~~~ :)

```
map_set,/grid, /continents,/CYLINDRICAL,limit=[-31.6166,118.4641,-34.2542,121.6421],$
color=64,/noborder,ymargin=[15,5],/NOERASE
```

```
;map_grid, color=64, /device
;map_continents,/countries, /coasts, color=64, /device
```

```
contour,u3,color=64,title='U 0.1 m/s For Grid3 Init', /device,/
NOERASE,xrange=[0,76],$
/xstyle,xTICKINTERVAL=73,xTICKNAME=[118.4641,121.6421],$
  yrange=[0,74],/ystyle,yTICKINTERVAL=73,yTICKNAME=
[-31.6166,-34.2542], $
  C_COLORS=cn1,/cell_FILL,nLEVELS=48,ymargin=[15,5]
Contour, u3, Color=63,/Overplot,nLEVELS=48,/NOERASE, /device
```

```
map_grid, color=64, /device
map_continents,/countries, /coasts, color=64, /device
```
