

---

Subject: Re: Problem with labeling contour lines in IDL  
Posted by [David Fanning](#) on Wed, 04 Mar 2009 20:46:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ed.schmahl@gmail.com writes:

```
> Maybe I'm doing something different, but this little script in Direct
> Graphics seems to produce nonlinear annotation almost correctly:
>
> d=3Dshift(dist(100),50,50)
> g=3Dexp(-d^2/400)
> c_annotat=3D['0.1','0.2','0.4','0.8','1.6','3','6','12','25','50','98']
> lev =3D max(g)* float(c_annotat)/100.
> contour,g,c_annot=3Dc_annotat,lev=3Dlev
>
> The only thing wrong that I can see is that the .98 label doesn't
> appear, but all the other contours are labeled properly.
```

I think the word "linear" in Nusret's post was a red herring.  
I like to think that contours need to be "long enough" to  
be interrupted by a break for a contour label. What "long  
enough" means is unclear, but I know for a fact we have no  
control over it. In this case, you would see a contour label  
for the 0.98 contour, if you made your window twice as big.

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.")

---