Subject: Re: Problem with labeling contour lines in IDL
Posted by   on Tue, 10 Mar 2009 08:57:09 GMT
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On 4 Mart, 22:46, David Fanning <n...@dfanning.com> wrote:
> ed.schm...@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.")

That is exactly what I mean David. Since I have a deadline for my work
very soon, I am going to label the lines with xyouts. After my work is
done, I will check your program and try to update it.

Thank you both for your interest,

Nusret Sevinç