
Subject: Good-bye Contour Command

Posted by [David Fanning](#) on Fri, 12 Nov 2010 15:17:20 GMT

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Folks,

I have nothing against the new graphics (other than I think they are too complex to program and they make my computer pay even less attention to me than the faithful companion here at my feet, causing me to retreat back to IDL 7 if I want to get on with it), but I find I STILL rely on simple, fast traditional graphics commands, like CONTOUR, to get my work done.

You may be like me. And, if so, you know how bad the Contour command sucks. Only works in indexed color mode, NLevels gives God only knows how many levels, holes in your plots if you try to draw the contour in PostScript, the list goes on and on.

What if you had a traditional contouring program that actually worked? Would you use it?

Well, now you do. I got fed up fooling around with contour plots earlier this week and just wrote the darn thing. A contour plot command for the rest of us, that works the way we do. On every machine and in every version of IDL. Hurray!

The new FSC_Contour program is meant to do for the Contour command what TVImage and ImDisp and all the rest of the TV alternatives did for the TV command. That is, make it completely obsolete.

You can read about it and see screen shots of some of the things it can do here:

http://www.dfanning.com/graphics_tips/fsc_contour.pro

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
