
Subject: Re: Fast Filled Contour Plots

Posted by [lecacheux.alain](#) on Wed, 18 Apr 2012 09:06:29 GMT

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On 18 avr, 06:32, David Fanning <n...@idlcoyote.com> wrote:

> Folks (and Alain in particular),
>
>> Thanks, that works great! I've updated the page with this
>> useful information.
>
>> http://www.idlcoyote.com/graphics_tips/fastfill.php
>
> I had to run off to play tennis this afternoon, so just
> managed to get this updated article on the web page before
> I left.
>
> I've just come back to understand it a little better,
> and I notice there is a sort of "shadow" grid under the
> outside grid. In fact, if you look carefully, you can
> see two grids seemingly being rendered. I think the
> "outside grid" is the one with the labels on the edge
> of the map, and the "inside" grid is the gray values
> on the interior of the map.
>
> Any ideas for how to deal with the inner grid?
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.idlcoyote.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
>
>

I cannot experiment by myself today, but here is my guess:
The MAP function already creates an object grid. The LABEL_POSITION=0
puts it "outside". You can suppress it by doing LABEL_SHOW=0 and,
likely, you can adjust it (step, labels, etc...) by using (poorly
documented) keywords... You added to my code a MAPGRID call, producing
the additional grid with default properties ("inside" labels, etc...);
I think that you can merely suppress it.
alx.
