Subject: Re: Using OOB Colors with Filled Contour Plots
Posted by Matteo on Mon, 23 Apr 2012 21:18:41 GMT

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David,

thanks this is helpful! In the tutorial it might be beneficial to
substitute:
Levels=[Min(data),levels]
with:
Levels=[Min(data)-1,levels]
or something like that. This way, the code works regardless of whether
we have OOB values. In a situation where min(data) is the first level,
a situation of the kind levels=[0.0, 0.0, ...] is created, which
cannot be contoured.

Am I right?

(one of the "TVLCT" commands is also misspelled)

On Apr 20, 2:16 pm, David Fanning <n...@idlcoyote.com> wrote:
> Folks,
>
> Several months ago I introduced the notion of out-of-bounds
> colors into cgColorbar. These can be set with the OOB_LOW
> and OOB_HIGH keywords.
>
> Since then several people (including me!) have been
> confused over how to use the out-of-bounds colors with
> filled contour plots. I had a reason to have another
> go at this problem today, and I have written an article
> that I hope will shed some light on this difficult
> topic.
>
> The problem really is a fundamental one of how the IDL
> Contour command decides which contour "level" to color.
> You have to do a few fancy dance steps to work around
> this problem and get consistent results with both the
> FILL and CELL_FILL keywords.
>
> I think the article will make it easier for people to
> set up these results in a more consistent way. You
> can find the article here:
>
>   http://www.idlcoyote.com/cg_tips/oobcontour.php
>

> 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.")