Subject: Re: Contour Plot Issues
Posted by Oana Coman on Fri, 13 Jul 2012 21:57:00 GMT
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Yep, it's exactly what I wanted.
And your code works for me, too.
I stripped my cgContour command down to the bare minimum and it worked(just the data, ranges, and aspect). Then started adding the extra stuff, and it worked fine until the /Window keyboard. Seems that's what is making my plot go crazy. Any reason why this should be? I added it to the code you posted, also, and /Window causes issues with that too.

On Friday, July 13, 2012 2:11:16 PM UTC-7, David Fanning wrote:
> ecatcom1@gmail.com writes:
>
> > Whoops! Light bulb just turned on!
> > New Code:
> >  xrange=[xmin,xmax]
> >  yrange=[ymin,ymax]
> >
> >  numLevels=size(levels)
> >  LoadCT, 33, NColorS=numLevels(1), Bottom=1
> >  xran=xmax-xmin
> >  yran=ymax-ymin
> >  asp=yran/xran
> >  cgContour,aa,x(ix),y(iy), /Fill,$
> >  levels=levels, C_colors=Indgen(numLevels(1))+1,$
> >  c_labels=levels, /Outline,$
> >  xminor=5, yminor=5,$
> >  xrange=xrange, yrange=yrange,$
> >  xtickinterval=10, ytickinterval=10,$
> >  ASPECT=asp,/Window
> >
> > When I am resizing my window, it keeps the aspect radio the same. Yay!
> > The problem is my plot doesnt show the correct aspect ratio. For example, I just plotted something with x=[-12,11] y=[-34,33], asp=2.91304 (i put a stop in my code and checked to see that all these values are correct and they are). But when it actually plots, the y-axis looks almost 5 times bigger than the x...which is not what I told it to do.
> > Any ideas why this could be happening? Is my code funky?
> >
> > Thanks for putting up with my sillyness!
>
> I don't know. This looks right to me. Here is the code
> I used:
>
>  cgcontour, cgdemodata(2), xrange=[-12, 11], $
>  yrange=[-34,33], aspect=67./23
>
> The distance from 0 to 10 on the X axis is the same as

> the distance from 0 to 10 on the Y axis. Isn't that
> what you wanted, for the distances to be in the same
> units?
>
> 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.")

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