
Subject: Re: very simple but weird problem with CONTOUR

Posted by [Phillip Bitzer](#) on Sat, 01 Sep 2012 21:32:39 GMT

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Keep in mind this snippet from IDL help:

Data points with values above this value are ignored (i.e., treated as missing data) when contouring. Cells containing one or more corners with values above MAX_VALUE will have no contours drawn through them.

Increasing 6 to a larger number (say, 60) will yield *something* using the original snippet (but I would check your position keyword in the call to contour :-)

Alternatively, try using /CELL_FILL instead of /FILL. You should get *something* then as well.

You might try clamping the array z (by using contour, z < 0.5, x, y, ...), but this may not be exactly what you want either.

While I'm here, let me recommend using Coyote's cgContour instead. No 'LoadCt' commands necessary in this case.
