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Subject: Re: Make the plots invisible

Posted by [David Fanning](#) on Thu, 15 Nov 2012 13:44:54 GMT

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Alain writes:

> Ten minutes with your example gave me the following:

Ah. I would have thought the word "duplicate" came from the French, but apparently not. ;-)

OK, I have completely given up on getting an exact duplication of the plot I want, but it has to be considerably closer than this example!

Robert Vincent and I spent another couple of hours working on this together last night. Although Robert had decided to give up on function graphics by the end of the night, I'm dumb enough to keep plodding onward.

Anyway, together we came up with something that was showing some promise. Here is a comparison between the plot we are trying to duplicate on the left, and the plot we have come up with on the right:

[http://www.idlcoyote.com/misc/fg\\_map\\_side\\_by\\_side.png](http://www.idlcoyote.com/misc/fg_map_side_by_side.png)

It took nearly forever to figure out the color bar, but we finally got it.

There are obvious problems. The FG contour plot is still VERY small in the window. We haven't been able to figure out how to make it bigger. It seems to ignore the POSITION keyword we are passing to it. The box axes are a total joke. You can only label them on two sides, and even then, you can't label them as normal box axes.

But, still, it was looking pretty good. At least it was until I took a close look at the lines that we overplot onto the filled contours. You have to blow up the plot to see this really well, so here is a blow up of the FG contour plot:

[http://www.idlcoyote.com/misc/fg\\_map\\_blowup.png](http://www.idlcoyote.com/misc/fg_map_blowup.png)

You will notice that the overplotted lines don't line up AT ALL with the filled contours!!!!

This, despite the fact that the two contour commands we use to create the filled and outline contours are IDENTICAL as far as we can tell!

Here is the code we are currently using:

[http://www.idlcoyote.com/misc/fg\\_map\\_contour.pro](http://www.idlcoyote.com/misc/fg_map_contour.pro)

We welcome any and all to tell us what we are doing wrong.

Cheers,

David

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

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

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