Subject: Re: plot and contour inconsistency Posted by Matthew Argall on Sun, 10 Mar 2013 21:16:15 GMT View Forum Message <> Reply to Message

On Sunday, March 10, 2013 4:31:07 PM UTC-4, David Fanning wrote: > Matthew Argall writes: > > > >> > >>> This is kind of an odd way to write a program. What are you hoping to >>> accomplish by doing this? >> >> There is a program that makes survey plots of satellite data that has a window that allows me to switch between time periods. I wanted to be able to change a few of the default attributes of the plots for when the range of the data changes by a lot. Also, the bad values are not always weeded out, so there is often a few -1e-31 that throw everything off. >> > >> In order to set the default attributes, I filled a structure with a small set of keywords accepted by plot then made a setProperties method to change them. Every time the plot is updated, PLOT now gets called something like >> > >> PLOT, x, y, \_EXTRA=extra > >> >> where "extra" is the structure of properties I want to change. > >> >> In for this to work, though, I have to default to the IDL defaults. MAX\_VALUE and MIN VALUE do not have defaults, so I chose +/-!values.f infinity. Later, I can changed them so that the -1e-31's do not show up. > > > Ah, then let me suggest a different way of doing this. The > > cgGraphicsKeywords object can keep track of of the "graphics keywords" >

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required by Plot, Contour, etc. But, the nice thing about this object is
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>
  that when asked for the keywords, if a keyword hasn't been defined, then
  the keyword value for that keyword will be an undefined variable. In
>
  other words, you don't *have* to define a default value for each and
>
>
  every keyword. This is because all the keywords are stored as pointers,
>
  and a pointer can return an undefined variable.
>
>
  I use this to keep track of plot keywords in cgZPlot, for example. It
  works really well. This was the first step required to turn the Coyote
  Graphics routines into objects. The cgZPlot program was the first proof
>
  of concept program. Since then, I haven't had much time to work on it,
  and no one seems to be clamoring for Coyote Graphics objects, so I
  haven't worried too much about it. But, you might be able to use to good
  effect. :-)
>
>
  See the DrawPlot method in cgZPlot Define to see how I use it.
>
>
>
> Cheers,
>
>
 David
>
>
  David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
>
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- > Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
- > Sepore ma de ni thue. ("Perhaps thou speakest truth.")

That sounds amazing, actually, and will put it to good use.