
Subject: Re: Contour overlay - control orientation?
Posted by [David Fanning](#) on Fri, 26 Apr 2013 17:25:23 GMT
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Gurd writes:

- > I make the contours with cgContour.
- > ...are you suggesting to apply a rotation to the points of the contour lines?

Yes, this is what I was afraid of. I think the answer is probably
"rotate the image".

If you look at the PATH*** keywords to the CONTOUR command (which can also be used with cgContour), you will see that it is possible to obtain the individual points that make up a contour line. I am suggesting it might be fairly easy to rotate those points with respect to the current axis system, then draw the rotated points yourself (using, say cgPlotS or cgColorFill, depending on what you are doing).

But, if you don't understand what I am talking about, I think the answer is "rotate the image." :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thue. ("Perhaps thou speakest truth.")
