
Subject: Re: cgContour and NaN values

Posted by [Andy Sayer](#) on Tue, 08 Oct 2013 18:55:47 GMT

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With the caveat that I haven't tested, this, I spot your code specifies missing=!Values.F_Nan . I'd either change that to -999, or else leave your missing values as !values.f_nan . I'd try that.

Andy

On Tuesday, October 8, 2013 1:58:09 PM UTC-4, Lim wrote:

> Dear all,

>

> I am having some trouble using contour with data which has NaN values. My valid range of data is -1 to 1. I have also change the NaN to -999. In that case the -999 appear as the same color as -1. I would like that the NaN values appear as white. Please, Could you tell me what I am doing wrong? (I am following a example I found at

http://www.idlcoyote.com/graphics_tips/contourcolors.php but Im sure i missed something)

>

>

>

> my data is [192,145]

>

>

>

> data

>

> minval=-1.

>

> maxval=1.

>

> data=cgScaleVector(data, minval, maxval, /NaN)

>

>

>

> cgwindow

>

> ncontours = 10

>

> cgLoadCT, 22, /Brewer, /Reverse, NColors=ncontours

>

> clevels = cgScaleVector(Findgen(ncontours+1), minval, maxval, /NaN)

>

> colors = Bindgen(ncontours+1) + 1B

>

> cgContour, data, lons, lats, Levels=clevels, C_Colors=colors, /Fill, missing=!Values.F_Nan, Position=[0.125, 0.125, 0.925, 0.8], /AddCmd

>

> cgColorbar, NColors=ncontours, Range=[minval,maxval], Divisions=10, \$

>
> Bottom=1, Ticklen=0.001, /AddCmd
>
>
>
> Thanks
>
> Lim.
