
Subject: Re: cgContour and NaN values

Posted by [limiq](#) on Wed, 09 Oct 2013 08:44:21 GMT

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Thanks Andy.

The code works (i think) changing the NaN to -999. and by explicitly defining the color table. It does not work using NaN. It does not work following the color table as in the example I mentioned (<http://www....>)

```
mindata=Min(datax)
maxdata=Max(datax)
data=cgScaleVector(datax, mindata, maxdata)
;print, mindata
;print, maxdata

;cgwindow
ncolors = 8
;cgLoadCT,0
TVLCT, cgColor(['blu8', 'blu6', 'blu4', 'blu2', 'red2', 'red4','red6', 'red8', 'white'], /Triple), 1
clevels=[-1,-0.75, -0.5, -0.25, 0, 0.25, 0.5, 0.75, 1]
colors = Bindgen(ncolors+1) + 1B
cgContour, data, lons, lats, Levels=clevels, C_Colors=colors, /Fill, $
    Position=[0.125, 0.125, 0.925, 0.8];, /AddCmd
cgColorbar, NColors=ncolors, Range=[-1,1], Divisions=ncolors, $
    Bottom=1, Ticklen=0.001;, /AddCmd
```

On Tuesday, October 8, 2013 2:55:47 PM UTC-4, AMS wrote:

> 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.
```
