Subject: Re: cgContour and NaN values
Posted by Phillip Bitzer on Wed, 09 Oct 2013 23:05:53 GMT
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NaNs are handled a particular way by Contour:
http://www.exelisvis.com/docs/CONTOUR_Procedure.html

In particular, the line:
"Note that the IEEE floating-point value NaN is also treated as missing data."
might explain some of the problems you're having.

May I gently a different way of defining the "color table" using the palette keyword, since you're using Coyote graphics:

(My apologies for not adopting this example to fit yours - this is an example from some notes I've developed : https://www.dropbox.com/s/c8so8daw70tpe5v/contour_notes.pdf)

```
nLev = 5
l_levels = DINDGEN(5)*50 + 100
l_ticks = [STRING(l_levels, FORMAT='(F5.1)'), ' ']

colors = ['blue', 'red', 'green', 'yellow', 'orange']
rgb = cgCOLOR(colors, /TRIPLE)

cgContour, data, lons, lats, LEVELS = l_levels, PALETTE=rgb, /FILL, POSITION=[0.1, 0.1, 0.8, 0.9]

cgCOLORBAR, /VERTICAL, /RIGHT, NCOLORS = nLev, PALETTE = rgb, DIVISIONS = nLev, POSITION = [0.85, 0.1, 0.9, 0.9], TICKNAMES = l_ticks
```