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Subject: Re: CGContour with and without cell\_fill keyword  
Posted by [David Fanning](#) on Mon, 29 Dec 2014 17:32:38 GMT  
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Jenny writes:

>  
> Hi all, I'm using CGContour to make maps of vegetation index. I found my maps look quite different when I plot with or without the /cell\_fill keyword as in the following lines:  
>  
> CGContour,lai,lon,lat,/cell\_fill,c\_colors=c\_colors,Levels=userLevels,max\_value=dmax,min\_value=dmin,C\_CHARTHICK=2,/overplot, Color=black,missingvalue=nan  
>  
> CGContour, lai,lon,lat,c\_colors=c\_colors,Levels=userLevels,max\_value=dm ax,\$  
> min\_value=dmin,C\_CHARTHICK=2,/overplot, Color=black,missingvalue=nan  
>  
> I know David suggests using cell\_fill for projected maps or data with missing values, I thought that's just for making the map looks good, e.g. without holes etc., but not different maps.  
>  
> The map without the cell\_fill keyword shows larger values (more realistic to me)than the map with the keyword. Does anybody knows why? Which map is correct?

The one with the CELL\_FILL keyword is correct. The other is completely wrong. :-)

[http://www.idlcoyote.com/color\\_tips/fill\\_colors.html](http://www.idlcoyote.com/color_tips/fill_colors.html)

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.")

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