
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=dmax,\$
> 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

Cheers,

David

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Sepore ma de ni thue. ("Perhaps thou speakest truth.")
