
Subject: Re: CGContour with and without cell_fill keyword
Posted by envi35@yahoo.ca on Mon, 29 Dec 2014 18:14:03 GMT
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On Monday, December 29, 2014 12:32:39 PM UTC-5, David Fanning wrote:

> 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 know 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

>

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

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

Thanks! David. I guess the map with neither Fill nor Cell_Fill is more wrong?

Jenny
