Subject: Re: CGContour with and without cell_fill keyword
Posted by David Fanning on Mon, 29 Dec 2014 19:49:57 GMT

Jenny writes:

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

I think the point is, if you are going to fill your contour plot with
colors, the colors should match the contour intervals displayed on the
plot. They don't if you set FILL, they do if you set CELL_FILL, when
doing contouring onto a map projection.

I don't know what "more wrong" means in the above context. I do know it
is usually a mistake to choose the version that "looks better" if
scientific accuracy is what you are aiming for. :-)

Cheers,

David
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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.")