Subject: Re: Semi-transparent filled contours with direct graphics Posted by David Fanning on Fri, 27 Feb 2015 20:10:38 GMT

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geogal34 writes:

> I've tried that, but I end up with things not being lined up and only part of the image. The images aren't the same size either. I've only had success getting the base image to display properly using map_patch and tvscl. I've been trying for 2 weeks.

Well, there you go, then. Too hard. I do note that cglmage has code built into it to make it easy to overlap images, contours, maps, etc. It has always worked for me. :-)

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.")