Subject: Re: Contour labels in IDL 8.0 Posted by Brian McNoldy on Thu, 11 Aug 2016 17:24:54 GMT View Forum Message <> Reply to Message

I see this post is about 6 years old, but I'm wondering if there has ever been a remedy?? I am using 8.4 and am having exactly the same problem.

I have a filled contour plot with a reverse ylog axis (1000 up to 50), and then overplot line contours with their labels. The labels get plotted, but some of them are upside-down, some are correct, and some are very distorted. I have an example of a plot at http://andrew.rsmas.miami.edu/bmcnoldy/tmp/contour_labels.pn g

I'm guessing that the labeling doesn't like the ylog part (distortion) and REALLY doesn't like the reverse ylog part (upside-down).

Thanks! Brian

```
On Tuesday, October 5, 2010 at 11:32:20 AM UTC-4, OUWxGuesser wrote:
> Greetings,
>
> I'm having a heck of a time trying to get my contour labels to look
 reasonable in IDL 8.0.
>
> If I use a y axis that is in reverse (for example plotting atmospheric
> pressure data from 1000 mb (at y=0) up to 100mb (y=36 in this case),
> all of my labels are flipped vertically (not upside-down). I have
> tried to specify the baseline and updir in the contour command in
> combination with setting C USE LABEL ORIENTATION=1, but these fail to
> change the labels. Very frustrating.
>
 Here's a snippet of code:
>
  data=fltarr(12,37) (for reference)
>
  yvals=[1000,850,700,600,500,400,300,200,100]
>
>
  x=indgen(12)+1
>
>
> p=1000-25*indgen(37)
>
> image=contour(data,x,p,n_levels=ncol,c_value=clevs,/
> ylog,yrange=[1000,100],xrange=[1,12],$
  yticky=yvals,xticky=x,C_USE_LABEL_ORIENTATION=1,C_LABEL_SHOW =[0,1])
>
> (I omitted the baseline/updir keywords... I tried just about every
> combination of 0,1,-s, but nothing seems to impact the labeling.
```

- >
- > If any of you can find something inherently wrong with my code OR know
- > how to get this to work I would be extremely happy! Other than this
- > issue, I've been relatively pleased with the transition to the new
- > graphics system.