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Subject: Contour: difference between IDL 8.0 and IDL 8.4

Posted by [burkina](#) on Thu, 16 Feb 2017 11:59:36 GMT

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Ciao,

I've upgraded from IDL 8.0 to IDL 8.4, and found a strange difference in the behaviour of CONTOUR.

Here's a simple test:

```
data = RANDOMU(seed, 9, 9)
smooth = CONTOUR(MIN_CURVE_SURF(data), TITLE='Smoothed', RGB_TABLE=1, /FILL,
c_value=[0, 0.2, 0.3, 0.5])
```

If you launch it in IDL 8.0, you get what you (more or less) expect: three filled contours, while the outer part is the white transparent background. I need to include the '0' level, otherwise the inner contour is left blank (BTW, I find it odd, and it is the same for IDL 8.4).

On the other hand, if you launch it in IDL 8.4, there's a big difference: also the outer part is filled! Of course, I can give an explicit white color to it, but it's not the same, because it is not treated as a completely transparent background. So, when you put a contour above another, in IDL 8.0 everything is fine, because the outer part is completely transparent, while in IDL 8.4, you see also this outer part. Using 'max\_value=0.5' is not an equivalent solution.

What changed between 8.0 and 8.4? How can I revert to the 8.0 behaviour? I basically want to draw three filled contours, and leave the white transparent background in the rest of the image.

Thanks,

Stefano

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