
Subject: Re: Problem with CONTOUR-Fill
Posted by [caron](#) on Thu, 28 Jul 1994 21:20:55 GMT
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My experience is that there continue to be bugs in filled contours, particularly when there are missing data, and when the contours "bleed" off the plot. Some contours don't get filled in, and others overrun adjacent areas (?).

3.6.1a is supposed to have some fixes to these problems, and here is something from `rel_dotes.doc`:

6/29/94

Added a new keyword, `CELL_FILL`, to `CONTOUR` that fills each cell on an individual basis. This method avoids many of the problems with `/FILL` in which contours that hit missing data cells or edges of maps are not filled. The disadvantage of this method is that many small polygons are produced. Also fixed some bugs with `/FILL` that caused incorrectly colored areas.

My Note: you have to add `/cell_fill`, not replace `/fill`.

I just did a quick test of this, and things seem to be better, but not all the way fixed (I think). I don't see any more overrunning adjacent areas, but I've still got non-filled areas. This is just a quick look, and I will look at it closer.

Note I use `map_set`, `/cylindrical` to establish my coord. system. I suspect that contouring does better in other coord systems.
