Subject: Re: idlgrcontour and clip_planes ?
Posted by David Fanning on Tue, 10 Feb 2009 19:47:15 GMT

ghgm writes:

> Any info/advice on clipping the contours ? Is clip_planes the way to
> go ? How on Earth does it work ? All I've managed to do so far
> is make the contour plot disappear.

One on my favorite stories of all time is "Directions"
in the Barry Lopez collection _Desert Notes_, my favorite
book of all time. Anyway, this reminds me of the story.
Lopez would say, "You are almost half-way there. Press on." :-)

Cheers,

David

--
David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: idlgrcontour and clip_planes ?
Posted by ghgm2008 on Tue, 10 Feb 2009 22:34:02 GMT

On Feb 10, 12:47 pm, David Fanning <n...@dfanning.com> wrote:
> ghgm writes:
>> Any info/advice on clipping the contours ? Is clip_planes the way to
>> go ? How on Earth does it work ? All I've managed to do so far
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>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Coyote's Guide to IDL Programming (www.dfanning.com)
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

OK,

nice piece of non help ;o) - but it did work....

This gets the job done - it clips everything to the West of -135. and everything East of -55.

map_contour -> SetProperty, clip_planes=[[-1.,0.,0.,-135.], [1.,0.,0.,55.]]

It "kind of" makes sense but is making my head hurt a little (I know I'm too precious).
Anyhow, following the logic of the 2 clip planes above I should be able to work out other ones.

Err, thanks David.

Subject: Re: idlgrcontour and clip_planes ?
Posted by David Fanning on Thu, 12 Feb 2009 15:53:26 GMT
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ghgm writes:

> nice piece of non help ;o) - but it did work....
>
> This gets the job done - it clips everything to the West of -135. and
> everything East of -55.
>
> map_contour -> SetProperty, clip_planes=3D[[-1.,0.,0.,-135.],
> [1.,0.,0.,55.]]
>
> It "kind of" makes sense but is making my head hurt a little (I know
> I'm too precious).
> Anyhow, following the logic of the 2 clip planes above I should be
> able to work out other ones.

I've used Barry Lopez's advice for years, always with
great success. I'm not surprised it has worked again. :-)

Cheers,

David
--
David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")