
Subject: Re: Problem with labeling contour lines in IDL
Posted by [David Fanning](#) on Wed, 04 Mar 2009 14:10:05 GMT
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Nusret Sevin writes:

> I have a problem with labeling contour lines in IDL:
> ...
> Is there a way that I can force IDL to put labels on nonlinear parts?

You have almost no control over contour line labeling in IDL direct graphics. If you want control, you are going to have to switch to object graphics. If I were going to do this, I would start with something like XContour, which is very old and needs to be updated, but which has many of the parts you will need already in place. Perhaps you can update it for the rest of us. :-)

<http://www.dfanning.com/programs/xcontour.pro>

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Problem with labeling contour lines in IDL
Posted by [ed.schmahl](#) on Wed, 04 Mar 2009 20:30:59 GMT
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On Mar 4, 7:10 am, David Fanning <n...@dfanning.com> wrote:

> Nusret Sevin writes:
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Subject: Re: Problem with labeling contour lines in IDL
Posted by [ed.schmahl](#) on Wed, 04 Mar 2009 20:34:46 GMT
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On Mar 4, 7:10 am, David Fanning <n...@dfanning.com> wrote:
> Nusret Sevin writes:
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> but which has many of the parts you will need already
> in place. Perhaps you can update it for the rest of us. :-)
>
> <http://www.dfanning.com/programs/xcontour.pro>

Nusret, David,

Maybe I'm doing something different, but this little script in Direct Graphics seems to produce nonlinear annotation almost correctly:

```
d=shift(dist(100),50,50)
g=exp(-d^2/400)
c_annotat=['0.1','0.2','0.4','0.8','1.6','3','6','12','25','50','98']
lev = max(g)* float(c_annotat)/100.
contour,g,c_annot=c_annotat,lev=lev
```

The only thing wrong that I can see is that the .98 label doesn't appear, but all the other contours are labeled properly.

Ed Schmahl

>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
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Subject: Re: Problem with labeling contour lines in IDL
Posted by [David Fanning](#) on Wed, 04 Mar 2009 20:46:09 GMT
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ed.schmahl@gmail.com writes:

> Maybe I'm doing something different, but this little script in Direct
> Graphics seems to produce nonlinear annotation almost correctly:
>
> d=3Dshift(dist(100),50,50)
> g=3Dexp(-d^2/400)
> c_annotat=3D['0.1','0.2','0.4','0.8','1.6','3','6','12','25','50','98']
> lev=3D max(g)* float(c_annotat)/100.
> contour,g,c_annot=3Dc_annotat,lev=3Dlev
>
> The only thing wrong that I can see is that the .98 label doesn't
> appear, but all the other contours are labeled properly.

I think the word "linear" in Nusret's post was a red herring.
I like to think that contours need to be "long enough" to
be interrupted by a break for a contour label. What "long
enough" means is unclear, but I know for a fact we have no
control over it. In this case, you would see a contour label
for the 0.98 contour, if you made your window twice as big.

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
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Subject: Re: Problem with labeling contour lines in IDL
Posted by on Tue, 10 Mar 2009 08:57:09 GMT
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On 4 Mart, 22:46, David Fanning <n...@dfanning.com> wrote:

```
> ed.schm...@gmail.com writes:
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>> Graphics seems to produce nonlinear annotation almost correctly:
>
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>> g=3Dexp(-d^2/400)
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>
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> Cheers,
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> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
```

That is exactly what I mean David. Since I have a deadline for my work very soon, I am going to label the lines with xyouts. After my work is done, I will check your program and try to update it.

Thank you both for your interest,

Nusret Sevinç
