
Subject: Re: Good-bye Contour Command
Posted by [Ammar Yusuf](#) on Fri, 12 Nov 2010 15:24:48 GMT
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On Nov 12, 10:17 am, David Fanning <n...@dfanning.com> wrote:

> Folks,
>
> I have nothing against the new graphics (other than
> I think they are too complex to program and they make
> my computer pay even less attention to me than the
> faithful companion here at my feet, causing me to
> retreat back to IDL 7 if I want to get on with it), but
> I find I STILL rely on simple, fast traditional
> graphics commands, like CONTOUR, to get my work done.
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> You may be like me. And, if so, you know how bad the
> Contour command sucks. Only works in indexed color
> mode, NLevels gives God only knows how many levels,
> holes in your plots if you try to draw the contour
> in PostScript, the list goes on and on.
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> What if you had a traditional contouring program that
> actually worked? Would you use it?
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> Well, now you do. I got fed up fooling around with
> contour plots earlier this week and just wrote the
> darn thing. A contour plot command for the rest of
> us, that works the way we do. On every machine and in
> every version of IDL. Hurray!
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> The new FSC_Contour program is meant to do for the
> Contour command what TVImage and ImDisp and all the
> rest of the TV alternatives did for the TV command.
> That is, make it completely obsolete.
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> You can read about it and see screen shots of some
> of the things it can do here:
>
> http://www.dfanning.com/graphics_tips/fsc_contour.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.")

I think you meant to make this the link right?
http://www.dfanning.com/graphics_tips/fsc_contour.html

Thanks!

Subject: Re: Good-bye Contour Command
Posted by [David Fanning](#) on Fri, 12 Nov 2010 15:28:35 GMT
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Ammar Yusuf writes:

> I think you meant to make this the link right?
> http://www.dfanning.com/graphics_tips/fsc_contour.html

Whoops! Yes, of course, sorry. :-(

Cheers,

David

P.S. Note to self: fame meter must be broken. :-(

--

David Fanning, Ph.D.
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Subject: Re: Good-bye Contour Command
Posted by [Paul\[3\]](#) on Fri, 12 Nov 2010 19:02:01 GMT
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On Nov 12, 8:28 am, David Fanning <n...@dfanning.com> wrote:

> Ammar Yusuf writes:
>> I think you meant to make this the link right?
>> http://www.dfanning.com/graphics_tips/fsc_contour.html
>
> Whoops! Yes, of course, sorry. :-(
>
> Cheers,
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> David
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> P.S. Note to self: fame meter must be broken. :-(

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> --
> David Fanning, Ph.D.
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David,
I tried:
fsc_contour, indgen(25,25), /fill
fsc_contour, indgen(25,25), /cell_fill
My axes got covered up with cell_fill.
Paul

Subject: Re: Good-bye Contour Command
Posted by [David Fanning](#) on Fri, 12 Nov 2010 19:11:05 GMT
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Paul writes:

> I tried:
> fsc_contour, indgen(25,25), /fill
> fsc_contour, indgen(25,25), /cell_fill
> My axes got covered up with cell_fill.

Ah, yes. I was was trying to limit the number of Contour keywords I needed to "trap". I was trying to finesse the Cell_Fill keyword, but I didn't think of this scenario. Easily fixed in about two minutes. :-)

Cheers,

David

--
David Fanning, Ph.D.
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Subject: Re: Good-bye Contour Command
Posted by [David Fanning](#) on Fri, 12 Nov 2010 19:24:42 GMT
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David Fanning writes:

```
>> I tried:
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>> fsc_contour, indgen(25,25), /cell_fill
>> My axes got covered up with cell_fill.
>
> Ah, yes. I was was trying to limit the number of Contour
> keywords I needed to "trap". I was trying to finesse
> the Cell_Fill keyword, but I didn't think of this
> scenario. Easily fixed in about two minutes. :-)
```

Well, actually, I had the right code in there, I just accidentally deleted the CELL_FILL keyword when I was fooling around with something else. Checked into the SVN repository now. It will be on my web page shortly.

Cheers,

David

--

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Subject: Re: Good-bye Contour Command
Posted by [Jeremy Bailin](#) on Fri, 12 Nov 2010 19:54:11 GMT
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On Nov 12, 10:17 am, David Fanning <n...@dfanning.com> wrote:

```
> Folks,
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> I have nothing against the new graphics (other than
> I think they are too complex to program and they make
> my computer pay even less attention to me than the
> faithful companion here at my feet, causing me to
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> You may be like me. And, if so, you know how bad the
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> mode, NLevels gives God only knows how many levels,
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```

> in PostScript, the list goes on and on.
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Nice... I particularly like the ease of overplotting contours on images! (oh, and on a related note, thanks again for the /SAVE keyword to the new TVIMAGE, which means I can finally replace the much less-robust tvim in most of my code).

I find it somewhat counter-intuitive that in order to skip all contour labels, I need to set SkipLabels=0, though.

-Jeremy.

Subject: Re: Good-bye Contour Command
Posted by [Jeremy Bailin](#) on Fri, 12 Nov 2010 19:57:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Nov 12, 2:54 pm, Jeremy Bailin <astroco...@gmail.com> wrote:
> On Nov 12, 10:17 am, David Fanning <n...@dfanning.com> wrote:
>

>
>
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>
>
>
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>
>
>> Folks,
>
>> I have nothing against the new graphics (other than
>> I think they are too complex to program and they make
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> robust tvim in most of my code).
>
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> labels, I need to set SkipLabels=0, though.
>
> -Jeremy.

Oh, and the link on <http://www.dfanning.com/documents/programs.html>
goes to fsc_pickfile.pro.

-Jeremy.

Subject: Re: Good-bye Contour Command
Posted by [David Fanning](#) on Fri, 12 Nov 2010 20:08:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jeremy Bailin writes:

> I find it somewhat counter-intuitive that in order to skip all contour
> labels, I need to set SkipLabels=0, though.

Yes, this isn't *quite* the right keyword name, but I
came up blank thinking of others. We have about
two hours, I think, to change it to something better. :-)

Cheers,

David

--

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Subject: Re: Good-bye Contour Command
Posted by [David Fanning](#) on Fri, 12 Nov 2010 20:09:28 GMT

Jeremy Bailin writes:

> Oh, and the link on <http://www.dfanning.com/documents/programs.html>
> goes to fsc_pickfile.pro.

Thanks. Fixed now. :-)

Cheers,

David

--

David Fanning, Ph.D.

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Subject: Re: Good-bye Contour Command

Posted by [jeanh](#) on Fri, 12 Nov 2010 20:54:12 GMT

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On 12/11/2010 3:08 PM, David Fanning wrote:

> Jeremy Bailin writes:

>

>> I find it somewhat counter-intuitive that in order to skip all contour
>> labels, I need to set SkipLabels=0, though.

>

> Yes, this isn't *quite* the right keyword name, but I
> came up blank thinking of others. We have about
> two hours, I think, to change it to something better. :-)

>

> Cheers,

>

> David

I would suggest:

/NoLabel

which, if set, would (over)write SkipLabels=0

Jean

Subject: Re: Good-bye Contour Command

Posted by [David Fanning](#) on Fri, 12 Nov 2010 20:58:41 GMT

jeanh writes:

- > I would suggest:
- > /NoLabel
- > which, if set, would (over)write SkipLabels=0

How about just LABEL. LABEL=0, no labels. LABEL=1, all labeled. LABEL=2, every 2nd contour labeled. LABEL=3, every 3rd, and so on.

Easier to type for sure. I haven't typed "skiplabel" right yet! :-(

Cheers,

David

--

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Subject: Re: Good-bye Contour Command

Posted by [R.G.Stockwell](#) on Fri, 12 Nov 2010 21:53:39 GMT

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"David Fanning" <news@dfanning.com> wrote in message news:MPG.2747086c87b9a81b98985d@news.giganews.com...

> Folks,

...

- > You can read about it and see screen shots of some
- > of the things it can do here:

>

http://www.dfanning.com/graphics_tips/fsc_contour.html

>

> Cheers,

>

> David

> --

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Fantastic, thanks David!

cheers,
bob

Subject: Re: Good-bye Contour Command
Posted by [David Fanning](#) on Fri, 12 Nov 2010 22:47:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

R.G. Stockwell writes:

>> You can read about it and see screen shots of some
>> of the things it can do here:
>>
> http://www.dfanning.com/graphics_tips/fsc_contour.html
>
>
> Fantastic, thanks David!

Alright, it's a bit hard for me to stop now, with
half my programs working correctly and the other half
not. :-)

I'm in the process of modifying some programs and writing
others that will give me a suite of programs that work
the way I would like them to work. I am about to check the
following changes into the repository.

TVImage and TVScale have a new WHITE keyword that will
automatically set ERASE=1 and BACKGROUND='White' keywords.
It will also set the ACOLOR (axis color) keyword to "black"
if it is not already set to some other color. Before I finish
for the day, I may actually change this keyword to AXISCOLOR
to conform to other keywords in other programs.

Both of these routines have also been modified so that they
only ERASE when !P.MULTI[0] is zero. This allows you to
set ERASE keyword for a bunch of images, but only the first
image in a multiplot setup erases the display. In other words,
you don't have to do something special for the first image
in a series of images.

I've changed the SKIPLABEL keyword on FSC_Contour to just LABEL
and changed the documentation to maybe eliminate some amount of
confusion about this. I also now make the plot color inherit the

axis color and not visa versa as it was before.

I've written a new FSC_PLOT command that works the way FSC_CONTOUR works with respect to colors in a device and color independent manor. The one "extra" feature I've added to FSC_PLOT is the ability to specify a plot aspect ratio (height/width). For example, the ISOTROPIC keyword produces a 1/1 aspect ratio plot, but the plot is centered in the window, not pushed over onto one side as in the PLOT command. (I have a couple of ideas for improving this functionality, but I'm setting those aside for the time being.) It is possible to specify both an axis and a data color with this new command.

I also wrote a new FSC_Erase command that works in a color mode independent way, and erases to a white screen by default.

I am working currently on a FSC_SURF command, which will combine the IDL Surface and Shade_Surf commands into a device independent surface command.

Anyway, all of this will probably be ready over the weekend. Check in on Monday to see what is available and to get the latest bug-free versions. :-)

Cheers,

David

--

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Subject: Re: Good-bye Contour Command
Posted by [Jeremy Bailin](#) on Sat, 13 Nov 2010 03:34:17 GMT
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On Nov 12, 3:58 pm, David Fanning <n...@dfanning.com> wrote:
> jeanh writes:
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Yeah, I'd be happy with that.

-Jeremy.

Subject: Re: Good-bye Contour Command
Posted by [SonicKenking](#) on Sun, 14 Nov 2010 23:01:10 GMT
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On Nov 13, 2:17 am, David Fanning <n...@dfanning.com> wrote:

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Thanks David. It is awesome as always.
