
Subject: Re: ps_start and cgDCBar error
Posted by [David Fanning](#) on Thu, 29 Dec 2011 15:11:06 GMT
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Dave writes:

```
> when I use ps_start and cgDCbar program with the latest coyote
> package. I got following errors:
>
> For cgDCbar, there is line
>
> 'PS': IF supportTrueColorTHEN DEVICE, DECOMPOSED=0
>
> which supportTrueColor is not defined.
```

Yikes, yes, a change from a couple of days ago was incorrectly implemented. I tested the change then, but not in PostScript. Fixed now.

```
> For ps_start.pro, I find this program can change filename, like:
>
> outfilename = 'D:\test.ps'
> ps_start, filename=outfilename
> print, outfilename
>>> 'test.ps'
```

This problem is about 100 years old! Well, maybe not that old, but it goes deep into the bowels of the very first object program I ever wrote: fsc_psconfig__define. I had a look in there, but it gives me the creeps. Is it possible that anyone has written worse code in a more important and heavily used program!?

Anyway, since I was fixing this, I just decided I would fix it at the PS_Start level, and while I was at it, I would fix a long-standing annoyance with PS_Start. Namely, I always call the darn thing like this:

```
PS_Start, 'test.ps'
```

So, I have defined both a filename parameter and a FILENAME keyword for this routine, so you can continue to use it the way you have always used, it. Or you can use it the way that feels most natural to me. In either case, your filename variable won't be changed. :-)

Since I was checking things in, I'll just tell you about another change I made to cgContour. I've been doing a lot of map projection stuff lately, and I prefer to use Map_Proj_Init for my map projections, rather than the ancient Map_Set.

Unfortunately, this makes it quite a bit more difficult to draw map grids, continental outlines, etc on my images, because these routines have not really been set up to work with Map_Proj_Init. I've fixed a number of these programs with my Coyote Graphics map projection routines, but one that still bothered me was putting contour plots onto map projections, a very common thing to do.

If you use Map_Set, then you can just set the OVERPLOT keyword on cgContour and the contours go onto the map projection like a champ. Not so when you use Map_Proj_Init, because your plot needs to be set up in projected XY map coordinates, which is a fairly technical thing for a lot of people to do.

But, since all of this is done for you in my cgMap object, I just decided that I would add a MAP_OBJECT keyword to cgContour, so that I could pass the map object that sets up the map projection space to the contour plot, and the contour plot could use that to both set up the projected map coordinate space, and to convert the longitude and latitude vectors you get from may scientific data files to the proper XY projected grids you need for the contour plot to go onto the map correctly.

Anyway, this works like a champ for setting up map projection spaces and drawing contours, both filled and otherwise, onto them.

You can find the latest Coyote Library programs in the usual places:

http://www.idlcoyote.com/programs/zip_files/coyoteprograms.zip

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: ps_start and cgDCBar error
Posted by [Dave\[4\]](#) on Fri, 30 Dec 2011 00:53:02 GMT
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Very thanks! David.
