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Subject: Re: Contour overlay - control orientation?  
Posted by [David Fanning](#) on Fri, 26 Apr 2013 16:04:37 GMT  
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Gurd writes:

> I wonder if it possible to make a contour plot, than change the orientation and overlay it on another image.  
> In other words: I have two images of the same object at different wavelengths. One of the two has no WCS, but I know the relative orientation. Instead of going through the process rotating one of the images it would be nice to change just the contours orientation. Is it possible?

I suppose it depends on what you mean by "I have the contours". If you mean you know the points that make up a contour line (ie, you obtained the contour by means of ISOCONTOUR or the PATH\*\* keywords to the CONTOUR command), then it is fairly easy to "rotate" them. It is probably harder to decide upon which point they should be "rotated" about. :-)

If this is not what you mean, I think it would be easier to rotate the image.

Cheers,

David

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

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Subject: Re: Contour overlay - control orientation?  
Posted by [DAVIDE LENA](#) on Fri, 26 Apr 2013 17:08:31 GMT  
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On Friday, April 26, 2013 12:04:37 PM UTC-4, David Fanning wrote:

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>

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I make the contours with cgContour.

...are you suggesting to apply a rotation to the points of the contour lines?

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Subject: Re: Contour overlay - control orientation?  
Posted by [David Fanning](#) on Fri, 26 Apr 2013 17:25:23 GMT  
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Gurd writes:

- > I make the contours with cgContour.
- > ...are you suggesting to apply a rotation to the points of the contour lines?

Yes, this is what I was afraid of. I think the answer is probably "rotate the image".

If you look at the PATH\*\*\* keywords to the CONTOUR command (which can also be used with cgContour), you will see that it is possible to obtain the individual points that make up a contour line. I am suggesting it might be fairly easy to rotate those points with respect to the current axis system, then draw the rotated points yourself (using, say cgPlotS or cgColorFill, depending on what you are doing).

But, if you don't understand what I am talking about, I think the answer is "rotate the image." :-)

Cheers,

David

--

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