## Subject: CGContour with and without cell\_fill keyword Posted by envi35@yahoo.ca on Mon, 29 Dec 2014 17:03:38 GMT

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Hi all, I'm using CGContour to make maps of vegetation index. I found my maps look quite different when I plot with or without the /cell\_fill keyword as in the following lines:

CGContour,lai,lon,lat,/cell\_fill,c\_colors=c\_colors,Levels=us erLevels,max\_value=dmax,min\_value=dmin,C\_CHARTHICK=2,/overpl ot, Color=black,missingvalue=nan

CGContour, lai,lon,lat,c\_colors=c\_colors,Levels=userLevels,max\_value=dm ax,\$ min\_value=dmin,C\_CHARTHICK=2,/overplot, Color=black,missingvalue=nan

I know David suggests using cell\_fill for projected maps or data with missing values, I thought that's just for making the map looks good, e.g. without holes etc., but not different maps.

The map without the cell\_fill keyword shows larger values (more realistic to me)than the map with the keyword. Does anybody knows why? Which map is correct?

Thanks very much, Jenny

Subject: Re: CGContour with and without cell\_fill keyword Posted by David Fanning on Mon, 29 Dec 2014 17:32:38 GMT View Forum Message <> Reply to Message

## Jenny writes:

>

- > Hi all, I'm using CGContour to make maps of vegetation index. I found my maps look quite different when I plot with or without the /cell\_fill keyword as in the following lines:
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>

- > CGContour, lai,lon,lat,c\_colors=c\_colors,Levels=userLevels,max\_value=dm ax,\$
- > min\_value=dmin,C\_CHARTHICK=2,/overplot, Color=black,missingvalue=nan

>

> I know David suggests using cell\_fill for projected maps or data with missing values, I thought that's just for making the map looks good, e.g. without holes etc., but not different maps.

>

> The map without the cell\_fill keyword shows larger values (more realistic to me)than the map with the keyword. Does anybody knows why? Which map is correct?

The one with the CELL\_FILL keyword is correct. The other is completely

```
wrong. :-)
 http://www.idlcoyote.com/color_tips/fill_colors.html
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.")
Subject: Re: CGContour with and without cell fill keyword
Posted by envi35@yahoo.ca on Mon, 29 Dec 2014 18:14:03 GMT
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On Monday, December 29, 2014 12:32:39 PM UTC-5, David Fanning wrote:
> Jenny writes:
>
>>
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different when I plot with or without the /cell fill keyword as in the following lines:
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>
> 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.")

Thanks! David. I guess the map with neither Fill nor Cell\_Fill is more wrong?

Jenny

Subject: Re: CGContour with and without cell\_fill keyword Posted by David Fanning on Mon, 29 Dec 2014 19:49:57 GMT View Forum Message <> Reply to Message

Jenny writes:

> Thanks! David. I guess the map with neither Fill nor Cell\_Fill is more wrong?

I think the point is, if you are going to fill your contour plot with colors, the colors should match the contour intervals displayed on the plot. They don't if you set FILL, they do if you set CELL\_FILL, when doing contouring onto a map projection.

I don't know what "more wrong" means in the above context. I do know it is usually a mistake to choose the version that "looks better" if scientific accuracy is what you are aiming for. :-)

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.")