
Subject: Blanking out parts of a surface plot.
Posted by [andrew](#) on Tue, 28 Nov 1995 08:00:00 GMT
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I am working with oceanographic data for coastal regions. My data is often gridded on regular grids (arrays) where the land points are simply represented as some defined 'null' value. When I do a surface and more particularly a shade_surf in PVWAVE the land sea interface is always some ridiculous gradient contour. My attempts so far have included setting all the land values for the shade_surface image to black but you still get a gradient between the sea and land. What I need is a routine that produces a surface considering only the points I want. Is this asking too much or am I not smart enough to see some obvious way to do this (don't answer that). I have tried using shade_surf_irr but I don't think this is what I need.

Any help or hints or ready-to-run free-of-charge source code would be greatly appreciated.

Thank you.

Subject: Re: Blanking out parts of a surface plot.
Posted by [Andy Loughe](#) on Tue, 28 Nov 1995 08:00:00 GMT
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Andrew Hunter wrote:

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> often gridded on regular grids (arrays) where the land points are
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> Any help or hints or ready-to-run free-of-charge source code would be
> greatly appreciated.
>
> Thank you.

What about making the 'null' (or land) values equal to some LARGE number and then using the max_value keyword?

Something like this...

```
IDL> shade_surf, dist(20), max_value=10.
```

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