
Subject: Re: map_set and contour,/cell_fill,/overplot problem

Posted by [davidf](#) on Thu, 28 Aug 1997 07:00:00 GMT

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William Daffer writes:

> Just found 2 problems in idl 5.0.2's contour, both having to do with
> the (perhaps prematurely) reinstated /cell_fill keyword. The first is
> that using /cell_fill in a Z buffer doesn't seem to work. It either
> fails with the error message '% Array dimensions must be greater than
> 0.' or it core dumps with a segmentation violation when I do. This
> it's only done when plotting in mapping coordinates. You can verify
> this by taking out the call to 'window' in the code given below.
>
> The second problem occurs when I try to do the same thing but to a X
> window. Contouring to an X window is fine, so long as I don't try to
> overplot to a window with mapping coordinates set. It doesn't core
> dump or complain but it does flash a series of ploygons onto the
> screen that bear little resemblance to the data. The failure is pretty
> spectacular, at least it is on my SGI Indy. Give it a try and see if
> you have the same problem.
>
> However, I just got it to contour to the X window once without
> producing the 60ish psychedelia, but that's once out of 10 tries.

Wow, I've got to get my glasses fixed. :-)

It's just a thought, but maybe this Contour command, written in the 1970's, has seen all of its better days. There are better (some would say *much* better) contouring algorithms out there. Perhaps its time RSI looked into acquiring one of them. I'd say put this one out to pasture. It's worked hard and been a good performer, but it's time to retire it and get one that can perform at a higher level.

Cheers,

David

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Subject: Re: map_set and contour,/cell_fill,/overplot problem
Posted by [Andy Loughe](#) on Fri, 29 Aug 1997 07:00:00 GMT
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David Fanning wrote:

>

>

> Wow, I've got to get my glasses fixed. :-)

>

> It's just a thought, but maybe this Contour command, written in
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> performer, but it's time to retire it and get one that can
> perform at a higher level.

>

Amen, Brother!

I'm getting tired of coding work-arounds... how about a new map_set
while we're at it?

=====

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