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 coordindates. 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 resemblence 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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Coyote's Guide to IDL Programming: http://www.dfanning.com

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:				
>				
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Amen, Brother!				
I'm getting tired of coding work-arounds how about a new map_set while we're at it?				
======================================				