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Subject: Masking of land/sea

Posted by [Ole Bossing Christens](#) on Wed, 25 Nov 1998 08:00:00 GMT

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Dear all of you,

I hope this is a simple question:

I am using IDL 5.1 for IRIX at an O2.

I have an irregular grid of land-based observations, which I want to plot on a map using CONTOUR,/irregular,/cell\_fill. I will show map and grid using (MAP\_SET), MAP\_CONTINENTS, and MAP\_GRID. Is there a way to avoid contour colors over sea, where they do not have a physical meaning? Something reciprocal to MAP\_CONTINENTS,/fill\_continents , may be?

Thanks in advance! /Ole

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Subject: Re: Masking of land/sea

Posted by [Martin Schultz](#) on Fri, 27 Nov 1998 08:00:00 GMT

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Ole Bossing Christensen wrote:

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> Thanks in advance! /Ole

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if you are only looking for a solution in screen resolution, you could

- (1) plot your map with filled continents
- (2) read the image with `tvread()`
- (3) extract all "ocean" points with `where(image eq 0)` ; or whatever your background color is
- (4) draw your contours
- (5) read your image again with `tvread()`
- (5) put the oceans back in: `image2[ocindex] = background_color`
- (6) display the result with `tv,image2`

for a somewhat better resolution you could do all of the above in a big pixmap, but if you are looking for a "generic" postscript resolution capable way... I don't know...

Hope this helps,  
Martin.

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