


Create Region Contours

Contours can also be generated as topologically built MapInfo regions using a process similar to the polyline threader described previously. Contour region intervals are user-defined with the additional option of applying a custom gradient colour ramp to assign incremental colours to the contour regions.


- From the *Vertical Mapper Grid Manager* dialogue box, highlight a numeric grid file from the list of open grids and select the  button.




- From the *Contour* dialogue box, select the *Create Regions* button. The dialogue box will present a number of options that control the generation of isolines threaded through a grid file and the subsequent creation of MapInfo regions.

Contour [X]

>= Value	< Value	Colour
-19.42	54.87	Blue
54.87	129.17	Light Green
129.17	203.47	Light Brown
203.47	277.77	Orange
277.77	352.06	Dark Orange
352.06	426.36	Dark Brown
426.36	500.66	Light Tan
500.66	574.96	Light Tan
574.96	649.25	Light Tan
649.25	723.55	Light Tan



Polylines



Regions

Z Min:

Z Max:

Minimum:

Maximum:

Interval:

Number:

Load
Save

Colour Gradient

Create Legend

Create Contours

Interval:

Row

Insert

Delete

Filename: Browse

Help
Ok
Cancel

- Define the contour lines using the following controls:
 1. Set the **Minimum** value, defined as the lowest grid value that will be examined during the threading process.
 2. Set the **Maximum** value, defined as the highest grid value that will be examined during the threading process.
 3. Set the **Interval** or the **Number** settings to control the number of contour regions created.

Tip: The default setting in the *Minimum Value* field is the lowest value encountered in the grid file and may not, in some cases, be appropriate for the contouring process. In addition, if you want to maintain consistency in *Contour Intervals* throughout a series of grid files, the settings must remain the same for each contour plot.

- 1 The **Value/Colour** table shows the => **Value** (greater than or equal to lower value) and the < **Value** (less than upper value) that define each contour region based on the *Contour Intervals* settings. From this table, individual intervals can be added or removed and custom colours can be applied. Note that each listed contour represents the lower value of the interval, for example, the 200 contour region encloses all values 200 and < 250.
 1. To change the range of colours that appear by default in the *Value/Colour* list, select the **Colour Gradient** button to load the colour histogram attached to that grid file into the *Gird Colour Tool*. Assign a new gradient colour ramp to the grid values using the commands

described in Chapter 7. This new colour ramp will be used to assign new default fill and line colours to each contour region. It will not assign these new colours to the grid.

2. To change the colour of an individual contour region, double click on any “Value” or corresponding *Colour* field and select an appropriate fill and border using the standard MapInfo options from the ***Region Style*** dialogue box.
 3. To add a new contour interval to the list of existing intervals, highlight the interval that is lower than the one to be added in the *Value/Colour* list, and select the ***Insert*** button. The new interval is added midway between the highlighted interval and the next higher one. The value of the new interval may be changed using the ***Interval*** edit box.
 4. To remove a contour interval, highlight the desired row in the *Value/Colour* list and select the ***Delete*** button.
- Select the ***Create Legend*** check box to create a legend of contour levels and region colours.
 - Customized contour region and fill colour settings may be saved by choosing the ***Save*** button. Similarly, saved profiles may be loaded into any contouring session using the ***Load*** button. Profiles are saved as text files with a .PFC extension.
 - Once all contour parameters have been set, save the contour map to a .TAB file. The file will automatically display in a Map window. If the ***Create Legend*** check box was selected in the *Contour* dialogue, a legend will automatically appear in a different Map window.