
NCL学习指南

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Contents

I	开始使用	1
II	语法手册	9
III	图形源 (Resources)	13
IV	食谱	57
V	扩展	95

Part I

开始使用

命令行选项和参数

运行NCL时，可以使用一些选项来改变NCL解释器的默认行为。同时给脚本传入命令行参数来指定程序中的变量值，这使得编写的脚本能够更加有效。

选项

NCL预定义的选项包括：

- `-f`：在可能的情况下使用新的文件结构和NetCDF4特征
- `-h`：打印此命名行选项帮助信息并退出
- `-n`：使用`print`函数时，不显示元素序号
- `-o`：对于某些向后不兼容的改变保留从前的行为
- `-p`：关闭 `system()` 函数在页面上的输出
- `-x`：回调NCL命令，进入命令行时将回调所有自动载入的函数（6.2.0版以上）
- `-Q`：关闭NCL版本和版权信息显示
- `-V`：打印NCL版本并退出

`-h`

```
$ ncl -h
Usage: ncl -fhnopxQV <args> <file.ncl>
  -f: use new file structure and NetCDF4 features when possible
  -h: print this message and exit
  -n: don't enumerate values in print()
  -o: retain former behavior for certain backwards-incompatible changes
  -p: don't page output from the system() command
  -x: echo NCL commands
  -Q: turn off echo of NCL version and copyright info
  -V: print NCL version and exit
```

-n

```
$ ncl -n
Copyright (C) 1995-2015 - All Rights Reserved
University Corporation for Atmospheric Research
NCAR Command Language Version 6.3.0
The use of this software is governed by a License Agreement.
See http://www.ncl.ucar.edu/ for more details.
ncl 0> f = addfile("T2m.nc", "r")
ncl 1> T = f->T
ncl 2> print(T)
```

将输出:

```
Variable: T
Type: float
Total Size: 72192 bytes
           18048 values
Number of Dimensions: 3
Dimensions and sizes:  [time | 1] x [lat | 94] x [lon | 192]
Coordinates:
      time: [197901..197901]
      lat: [-88.54195..88.54195]
      lon: [ 0..358.125]
Number Of Attributes: 4
  units :      K
  short_name :  T2m
  long_name :   Temperature (2m)
  _FillValue :  1e+36
255.49
255.44
255.39
255.34
255.3
[...]
234.23
234.16
234.09
234.02
233.95
233.88
```

-x

```
$ ncl -x
Copyright (C) 1995-2015 - All Rights Reserved
University Corporation for Atmospheric Research
NCAR Command Language Version 6.3.0
The use of this software is governed by a License Agreement.
See http://www.ncl.ucar.edu/ for more details.
ncl 0> a = 5
+ a = 5
ncl 1> exit
+ exit
```

-Q

```
$ ncl -Q
ncl 0>
```


-V

```
$ ncl -V
6.3.0
```

参数

命令行参数是设定变量的简单的NCL语句，变量通过赋值定义。在赋值的等号 = 前后不允许有任何的空白。

例：以下代码赋值两个初始化变量 nyrStrt 和 nyrLast

```
% ncl nyrStrt=1900 nyrLast=2004
Copyright (C) 1995-2015 - All Rights Reserved
University Corporation for Atmospheric Research
NCAR Command Language Version 6.3.0
The use of this software is governed by a License Agreement.
See http://www.ncl.ucar.edu/ for more details.
ncl 0> print(nyrStrt)

Variable: nyrStrt
Type: integer
Total Size: 4 bytes
          1 values
Number of Dimensions: 1
Dimensions and sizes:  [1]
Coordinates:
(0)      1900
```

同时也可以给初始化变量属性，例：

```
% ncl nyrStrt=1930 'nyrStrt@long_name="Model Run Begin Year"' 'nyrStrt@units="Years"'
Copyright (C) 1995-2015 - All Rights Reserved
University Corporation for Atmospheric Research
NCAR Command Language Version 6.3.0
The use of this software is governed by a License Agreement.
See http://www.ncl.ucar.edu/ for more details.
ncl 0> print(nyrStrt)

Variable: nyrStrt
Type: integer
Total Size: 4 bytes
          1 values
Number of Dimensions: 1
Dimensions and sizes:  [1]
Coordinates:
Number Of Attributes: 2
  units :      Years
  long_name :  Model Run Begin Year
(0)      1930
```



命令行中的快捷键

在命令行中运行NCL交互式运行时，有一些快捷键可以提升操作效率。由于交互式运行经常运行测试脚本代码，掌握这些快捷键有助于克服NCL交互式操作中的一些局限。例如你想移动光标到行首，然而你会发现 Home 键无法使用时，可能很崩溃，但你可以使用 Ctrl + A

控制字符

控制字符指的是使用 Ctrl 键和一些特定的英文字母来完成特定操作。

- Ctrl + A: 移动到行首
- Ctrl + B: 向左移动光标（左方向键）
- Ctrl + D: 删除光标所在字符
- Ctrl + E: 移动到行尾
- Ctrl + F: 向右移动光标（右方向键）
- Ctrl + G: 响铃
- Ctrl + H: 删除光标所在位置的前一个字符（退格键）
- Ctrl + I: 补全文件名（Tab键）
- Ctrl + J: 相当于回车键（回车键）
- Ctrl + K: 删除光标所在位置到行尾的所有字符
- Ctrl + L: 重新显示当前行
- Ctrl + M: 相当于回车键（回车键）
- Ctrl + N: 从历史命令中调出下一条命令（下方向键）
- Ctrl + P: 从历史命令中调出上一条命令（上方向键）
- Ctrl + R:

- Ctrl + T: 交换光标所在位置和前一个位置的字符
- Ctrl + V:
- Ctrl + W:
- Ctrl + X + X:
- Ctrl + Y:
- Ctrl + [: 开始转义序列
- Ctrl +] + C:
- Ctrl + ?:

转义序列



Part II

语法手册

了解NCL语言

许多的NCL初学者都通过学习范例的形式来开始NCL的学习，一些人甚至不屑于去看语法知识。这样难免造成后续的一些恶果，经常是程序执行出行异常，却不知是何原因，事实上都是忽视语法学习的后果。

NCL的语言十分简洁，甚至可以说有些简陋，所以学习起来并不十分费劲。我想大概也就是几个小时的时间，就能让你有个较为全面的理解。

下面将要地介绍下NCL语言的特点

解释性语言

不同于C、Fortran等编译型语言需要首先将代码编译成目标代码才能被执行，NCL属于解释型语言，代码是经过NCL解释器被逐条执行的。与编译型语言的目标代码执行效率相比，解释性语言执行效率较低。然而解释性语言能实时修改代码，这点较编译型语言灵活。

动态类型语言

动态类型语言也就是说，你不要在赋值一个变量前声明变量的类型，当你赋值后，NCL解释器将自动根据值的类型来确定变量类型。常见的动态类型语言还有Python、Ruby，或者你在用的Matlab等等。

强类型语言

NCL同时还是强类型语言，也就是说一旦变量类型确定，除强制转换类型外，你无法改变变量的类型。因此强类型语言是类型安全的语言。显而易见，强类型语言的在类型上的严谨性能够有效的避免许多错误。

Part III

图形源 (Resources)

cnCellFillEdgeColor

cnCellFillMissingValEdgeColor

cnConpackParams

cnConstFEnableFill

仅在 6.2.0 版及以后的版本中可用

当布尔型源属性 *cnConstFEnableFill* 设定为 True（真）时，在大多数情况下，常量和接近常量的场将使用区域填充呈现，而不是让等值的区域保持空白。默认情况下，常量场信息文本框仍然出现；你可以将 *cnConstFLabelOn* 设定为 False 来禁用它。

在未来，*cnConstFEnableFill* 的默认值可能会被设定为 False，*cnConstFLabelOn* 的默认值设定为 False，除非等值线线图被启用。

默认值: False

cnConstFLabelAngleF

此源属性指定了常量场标签文本和环绕它的文本框的角度（单位为°）。

默认值: 0.0

cnConstFLabelBackgroundColor

此源属性设定用于填充环绕常量场标签文本框的背景颜色。如果你不想让文本框被填充，设定它 *cnConstFLabelBackgroundColor* 为透明（-1）。

你可以选择使用颜色索引值（整数）或命名颜色（字符串）来赋值本源属性。

默认值: 背景色（0）

cnConstFLabelConstantSpacingF

cnConstFLabelFont

这一 ‘NhlTFont’_ 类源属性指定了绘制标量场标签文本所使用的字体。

默认值: "pwrifx"

cnConstFLabelFontAspectF

此源属性指定了常量场标签字符的形状。从 1.0 往上增加时, 字符更瘦; 从 1.0 往下减时, 字符更宽。设定小于等于 0.0 的值, 将导致警告信息并使用默认值。

默认值: 1.3125

cnConstFLabelFontColor

此源属性指定了用于绘制常量场标签文本的颜色。

你可以选择使用颜色索引值 (整数) 或命名颜色 (字符串) 来赋值本源属性。

默认值: True

cnConstFLabelFontHeightF

此源属性控制常量场标签文本字符的高度 (NDC | 页面坐标)。字符的宽度将按比例变化, 除非你使用 *cnConstFLabelFontAspectF* 改变纵横比。常量场标签文本高度将随着视窗宽度的变化而变化, 除非你同时显式的设定 *cnConstFLabelFontHeightF*。

默认值: <dynamic> – 视窗宽度为0.6时, 其为 0.012

cnConstFLabelFontQuality

这一 '*NhlTFontQuality*'_ 类的源属性指定了用于绘制常量场标签的字体质量。

默认值: High

cnConstFLabelFontThicknessF

指定了绘制常量场标签文本字体的线的粗细。其值是依赖设备单位粗细的倍数。当常量场标签字体 *cnConstFLabelFont* 被设定为填充字体 (21-22, 25-26, 29-30, 33-37) 时, 该源属性被忽略。

默认值: 1.0

cnConstFLabelFormat**cnConstFLabelFuncCode****cnConstFLabelJust****cnConstFLabelOn****cnConstFLabelOrthogonalPosF****cnConstFLabelParallelPosF****cnConstFLabelPerimColor****cnConstFLabelPerimOn****cnConstFLabelPerimSpaceF****cnConstFLabelPerimThicknessF****cnConstFLabelSide****cnConstFLabelString****cnConstFLabelTextDirection****cnConstFLabelZone****cnConstFUseInfoLabelRes****cnExplicitLabelBarLabelsOn****cnExplicitLegendLabelsOn****cnExplicitLineLabelsOn****cnFillBackgroundColor**

cnFillColor
cnFillColors
cnFillDotSizeF
cnFillDrawOrder
cnFillMode
cnFillOn
cnFillOpacityF
cnFillPalette
cnFillPattern
cnFillPatterns
cnFillScaleF
cnFillScales
cnFixFillBleed
cnGridBoundFillColor
cnGridBoundFillPattern
cnGridBoundFillScaleF
cnGridBoundPerimColor
cnGridBoundPerimDashPattern
cnGridBoundPerimOn
cnGridBoundPerimThicknessF
cnHighLabelAngleF
cnHighLabelBackgroundColor
cnHighLabelConstantSpacingF
cnHighLabelCount
cnHighLabelFont
cnHighLabelFontAspectF
cnHighLabelFontColor
cnHighLabelFontHeightF
cnHighLabelFontQuality
cnHighLabelFontThicknessF
cnHighLabelFormat
cnHighLabelFuncCode
cnHighLabelPerimColor
cnHighLabelPerimOn
cnHighLabelPerimSpaceF
cnHighLabelPerimThicknessF

cnHighLabelString
cnHighLabelsOn
cnHighLowLabelOverlapMode
cnHighUseLineLabelRes
cnInfoLabelAngleF
cnInfoLabelBackgroundColor
cnInfoLabelConstantSpacingF
cnInfoLabelFont
cnInfoLabelFontAspectF
cnInfoLabelFontColor
cnInfoLabelFontHeightF
cnInfoLabelFontQuality
cnInfoLabelFontThicknessF
cnInfoLabelFormat
cnInfoLabelFuncCode
cnInfoLabelJust
cnInfoLabelOn
cnInfoLabelOrthogonalPosF
cnInfoLabelParallelPosF
cnInfoLabelPerimColor
cnInfoLabelPerimOn
cnInfoLabelPerimSpaceF
cnInfoLabelPerimThicknessF
cnInfoLabelSide
cnInfoLabelString
cnInfoLabelTextDirection
cnInfoLabelZone
cnLabelBarEndLabelsOn
cnLabelBarEndStyle
cnLabelDrawOrder
cnLabelMasking
cnLabelScaleFactorF
cnLabelScaleValueF
cnLabelScalingMode
cnLegendLevelFlags
cnLevelCount

cnLevelFlag**cnLevelFlags**

cnLevelSelectionMode 等值线阶选择模式
设置等值线图层中等值线间隔的显示方法。

- AutomaticLevels 自动等值线阶

Ordinarily this mode determines contour levels by picking a spacing value from a set of relatively “round” numbers scaled by powers of 10 to the range of the data. This set of numbers is as follows: 1.0, 2.0, 2.5, 4.0, 5.0. The number of levels chosen will be as close as possible to the value of `cnMaxLevelCount` without exceeding it. Once the spacing is chosen, the minimum contour level is set to the value of the least multiple of the spacing greater than the minimum data value. Likewise the maximum contour level becomes the greatest multiple of the spacing less than the maximum data value. Based on these values, ContourPlot sets the resources `cnLevelSpacingF`, `cnMinLevelValF`, and `cnMaxLevelValF` appropriately. On the other hand, if you explicitly set the resource `cnLevelSpacingF` to a valid value greater than 0.0 and less than the range of the data, it will be used as the interval spacing. The minimum and maximum levels are calculated as before. If as a consequence, `cnMaxLevelCount` is less than the number of levels so specified, it will be set to the number of levels actually needed. However, if the choice of spacing causes the absolute maximum number of levels, currently 255, to be exceeded, ContourPlot will issue a warning message and recalculate the spacing as previously described.

In any case, ContourPlot sets the elements of the array resource `cnLevels` to the values of the contour levels chosen and the read-only resource `cnLevelCount` to the number of levels.

- ManualLevels 手动等值线阶

ManualLevels mode bases the choice of contour levels on the values of the resources `cnLevelSpacingF`, `cnMinLevelValF`, and `cnMaxLevelValF`. Starting at `cnMinLevelValF`, contour levels are created at intervals spaced by the value of `cnLevelSpacingF` until `cnMaxLevelValF` is reached. The final contour level will always be `cnMaxLevelValF`. ContourPlot sets elements of the array resource `cnLevels` to the values of each contour level chosen and the read-only resource `cnLevelCount` to the number of levels. If the current value of `cnMaxLevelCount` is less than `cnLevelCount`, it is reset to the value of `cnLevelCount`. However, if the level count would exceed the absolute maximum number of levels, currently 255, ContourPlot issues a warning and chooses a new value of `cnLevelSpacingF` based on the value of `cnMaxLevelCount`. If you choose ManualLevels selection mode when the ContourPlot object is created, and if you do not set `cnMinLevelValF`, ContourPlot will choose levels as if you had set AutomaticLevels mode. If you set `cnMinLevelValF` only, a default spacing is used, and the value of `cnMaxLevelValF` is determined as it would be for AutomaticLevels mode.

- ExplicitLevels 显式自定义等值线阶

这一模式允许你使用源 `cnLevels` 数组来显式地指定每一条等值线的值。如果你选择此模式而不设定源 `cnLevels`，等值线图将假定你指定使用自动等值线阶模式，即 *AutomaticLevels* 来设定等值线阶。因此，当你设定 *ExplicitLevels* 模式时，不论你是否显式地设定了源 `cnLevels`，等值线图都将使用当前的 `cnLevels` 的内容。如果源 `cnLevels` 的元素个数超过了等值线阶的最大数量（当前为255条），等值线图将提出警告并设定模式回默认自动等值线阶（*AutomaticLevels*）。

注意等值线图将总是对源 `cnLevels` 数组的元素排序为单调递增的序列。排序后的数组，使用第一个元素设定 `cnMinLevelValF`，最后一个元素设定 `cnMaxLevelValF`，元素间的间隔平均值设定 `cnLevelSpacingF`。

- EqualSpacedLevels 等间隔等值线阶

这种模式下, 等值线图使用数据的最大值和最小值的差除以 `cnMaxLevelCount + 1` 得到的值作为等值线的间隔。即设定 `cnLevelSpacingF` 等于计算的间隔, 设定 `cnMinLevelValF` 等于数据最小值加上 `cnLevelSpacingF`, 设定 `cnMaxLevelValF` 等于数据最大值减去 `cnLevelSpacingF`。

你无法设定 `cnLevelSpacingF` `cnMinLevelValF` `cnMaxLevelValF`。

等值线图同时设定只读源 `cnLevelSpacingF` 等于 `cnMaxLevelCount`。

默认值: *AutomaticLevels*

cnLevelSpacingF

当 `cnLevelSelectionMode` 设定为手动 (*ManualLevels*) 或者设为自动且设定了 `cnLevelSpacingF` 时, `cnLevelSpacingF` 决定了等值线的间隔。否则, 等值线图 形对象将基于事实上选择的等值线阶来设定 `cnLevelSpacingF` 的值。当等值线阶选择模式 (`cnLevelSelectionMode`) 设为显示自定义 (*ExplicitLevels*) 时, `cnLevelSpacingF` 将被设定到等值线间隔的算术平均值。

默认值: 5.0

cnLevels

此源属性是一个包含等值线值的浮点型数组, 被用于绘制等值线。如果等值线选择模式 (`cnLevelSelectionMode`) 为显示自定义 (*ExplicitLevels*) 时, 你可以设定此属性数组元素。否则, 等值线图 形对象将设定这个数组的元素。

默认值: <dynamic> 动态

cnLineColor

当等值线单线颜色属性 (`cnMonoLineColor`) 被设定为真 (`True`) 时, 这个源属性接受一个 `NhlTColorIndex` 类 (即颜色表序号) 或者命名颜色 (字符串) 来为所有的等值线 设定一个统一的颜色。

默认值: Foreground (1) 背景色

cnLineColors

The elements of this array of type `NhlTColorIndexGenArray` can be set using an array of color indexes, an array of named colors, or an array of RGB or RGBA values. If `cnMonoFillColor` If `cnMonoLineColor` is False, each member of the array specifies the color of the contour line drawn at the corresponding contour level. Although backwards compatibility is for the most part maintained, beginning with version 6.1.0, this resource supports the new 32-bit color model, as follows:

If `cnLineColors` is not set explicitly, its values are derived from the settings of `cnLinePalette` and `cnSpanLinePalette`, or, if `cnLinePalette` is not set, `wkColorMap` and `cnSpanLinePalette`. If `cnSpanLinePalette` is True, the values are distributed evenly through the range of colors available from `cnLinePalette` or `wkColorMap`. Otherwise, the values are sequential. If the color indexes are derived from `cnLinePalette` the first color comes from element 0, whereas if they are derived from `wkColorMap`, the first color comes from element 2. This is because `wkColorMap` contains special elements (0 and 1) for the Background and Foreground colors, whereas the palette-type resources do not. If some but not all of the available elements of `cnLineColors` are explicitly set, the remaining elements will be determined as if `cnSpanLinePalette` has the value False.

For backwards compatibility, colors set based on `wkColorMap` remain indexed to the current color map associated with the workstation. Consequently, if the workstation color map is changed prior to drawing the plot, the color indexes will map into the new color map. In contrast, color indexes derived from the `cnLinePalette` resource always refer to a specific color regardless of changes to `wkColorMap`.

Default: <dynamic>

cnLineDashPattern

cnLineDashPatterns

cnLineDashSegLenF

cnLineDrawOrder
cnLineLabelAngleF
cnLineLabelBackgroundColor
cnLineLabelConstantSpacingF
cnLineLabelCount
cnLineLabelDensityF
cnLineLabelFont
cnLineLabelFontAspectF
cnLineLabelFontColor
cnLineLabelFontColors
cnLineLabelFontHeightF
cnLineLabelFontQuality
cnLineLabelFontThicknessF
cnLineLabelFormat
cnLineLabelFuncCode
cnLineLabelInterval
cnLineLabelPerimColor
cnLineLabelPerimOn
cnLineLabelPerimSpaceF
cnLineLabelPerimThicknessF
cnLineLabelPlacementMode
cnLineLabelStrings
cnLineLabelsOn
cnLinePalette
cnLineThicknessF
cnLineThicknesses
cnLinesOn
cnLowLabelAngleF
cnLowLabelBackgroundColor
cnLowLabelConstantSpacingF
cnLowLabelCount
cnLowLabelFont
cnLowLabelFontAspectF
cnLowLabelFontColor
cnLowLabelFontHeightF
cnLowLabelFontQuality

`cnLowLabelFontThicknessF`
`cnLowLabelFormat`
`cnLowLabelFuncCode`
`cnLowLabelPerimColor`
`cnLowLabelPerimOn`
`cnLowLabelPerimSpaceF`
`cnLowLabelPerimThicknessF`
`cnLowLabelString`
`cnLowLabelsOn`
`cnLowUseHighLabelRes`
`cnMaxDataValueFormat`
`cnMaxLevelCount`
`cnMaxLevelValF`
`cnMaxPointDistanceF`
`cnMinLevelValF`
`cnMissingValFillColor`
`cnMissingValFillPattern`
`cnMissingValFillScaleF`
`cnMissingValPerimColor`
`cnMissingValPerimDashPattern`
`cnMissingValPerimGridBoundOn`
`cnMissingValPerimOn`
`cnMissingValPerimThicknessF`
`cnMonoFillColor`
`cnMonoFillPattern`
`cnMonoFillScale`
`cnMonoLevelFlag`
`cnMonoLineColor`
 当设定此源属性为真（True）时，所有的等值线被设定为同样的颜色，这个颜色 由标量源属性 *cnLineColor* 的值确定。否则，可以使用数组源属性 *cnLineColors* 来独立地控制每一条线的颜色。
 默认值: True
`cnMonoLineDashPattern`
`cnMonoLineLabelFontColor`
`cnMonoLineThickness`
`cnNoDataLabelOn`
`cnNoDataLabelString`
`cnOutOfRangeFillColor`

cnOutOfRangeFillPattern
cnOutOfRangeFillScaleF
cnOutOfRangePerimColor
cnOutOfRangePerimDashPattern
cnOutOfRangePerimOn
cnOutOfRangePerimThicknessF
cnRasterCellSizeF
cnRasterMinCellSizeF
cnRasterModeOn
cnRasterSampleFactorF
cnRasterSmoothingOn
cnScalarFieldData
cnSmoothingDistanceF
cnSmoothingOn
cnSmoothingTensionF
cnSpanFillPalette
cnSpanLinePalette

lbAutoManage

The lbAutoManage switch determines how LabelBar operates; when True, LabelBar manages the sizing of the title and the label text. The title is always sized to fit within the currently set boundaries of the LabelBar given any text angle, aspect ratio, etc. The labels also are sized to fit within the current boundary. Additionally, the sizing of the labels is managed so that under any rotation, the labels will not overlap. Also the label justification is managed such that, given any rotation, the end of the label string aligns with the correct LabelBar box. When off, you may directly size the labels and text as you please. However, under rotation, the justification of the labels does not change, and, although the text is moved out of the way of the LabelBar boxes, it will not necessarily line up correctly. In practice, when working interactively, a good method is to create a basic LabelBar layout close to the desired size with the lbAutoManage mode on, then switch it off to tune the text size precisely to your taste. Currently, when the text of the labels is rotated, the size of the LabelBar may increase slightly along the axis of orientation.

默认值: True

lbBottomMarginF

Defines an offset, specified as a fraction of whichever LabelBar axis is smallest, between the bottommost LabelBar element and the bottom edge of the LabelBar perimeter. It is always subtracted from the current LabelBar extent. Negative values are allowed.

默认值: 0.05

lbBoxCount

Number of boxes in the labelbar. All the LabelBar array resources, when specified, are required to have a number of elements related to the number of boxes. The arrays specified by lbFillPatterns, lbFillColors, and lbFillScales must have at least as many elements as the box count. The minimum size of the lbLabelStrings array may be the box count, one element less than box count, or one element more than box count, depending on the setting of the lbLabelAlignment resource. The lbBoxFractions array, when set, always requires one element more than box count. This resource may be intercepted or disabled by:

ContourPlot VectorPlot StreamlinePlot

默认值: 16

lbBoxEndCapStyle

This resource controls the shape of the two outer boxes of the LabelBar, which may be either rectangular (like the

interior boxes) or triangular/arrow shaped. Set it to one of these four values: RectangleEnds TriangleLowEnd TriangleHighEnd TriangleBothEnds

默认值: RectangleEnds

NOTE: this resource should be ignored if the contour resource cnLabelBarEndStyle is set to “ExcludeOuterBoxes”.

lbBoxFractions

An array that specifies sizing of each box in the LabelBar when the box sizing mode is set to ExplicitSizing. There must be one more element in this array than the number of items specified by the resource lbBoxCount. Each element of the array must eventually contain a number in the range 0.0 to 1.0, with succeeding elements increasing monotonically. The first element must be 0.0 and the last 1.0. If invalid values are discovered when the array is checked, it is not considered an error. Instead, the code simply supplies linearly interpolated values for all adjacent elements containing out-of-bounds elements. The interpolation is performed relative to the two closest bounding elements containing valid values, or 0.0 or 1.0 respectively if the first or last element contains invalid data. The values thus obtained represent the beginnings and endings of the LabelBar boxes.

默认值: NULL

lbBoxLineColor

The hlu index of the color used to draw lines around the boxes in the LabelBar

默认值: Foreground

lbBoxLineDashPattern

The hlu index of the dash pattern used for the lines around the boxes of the LabelBar.

默认值: 0

lbBoxLineDashSegLenF

The length in NDC units of the dash pattern used for the lines around the boxes of the LabelBar.

默认值: 0.15

lbBoxLineThicknessF

确定环绕色条框的线的粗细。

默认值: 1.0

lbBoxLinesOn

布尔型标记，用于控制环绕色条框的线条是否出现。

默认值: True

lbBoxMajorExtentF

Determines the amount of the area allotted to each box of the LabelBar in the direction of lbOrientation is actually occupied by the box. When set to 1.0, the boxes touch each other. If set to 0.0, the boxes disappear entirely. Intermediate values create separated boxes.

默认值: 1.0

lbBoxMinorExtentF

When the lbAutoManage feature is turned on, this resource determines the fraction of the distance (less the margins) across the axis perpendicular to the orientation (the minor axis) occupied by the boxes of the LabelBar. If set to 1.0, the boxes entirely crowd out their associated labels. If lbTitlePosition is set to a side parallel with the major axis, the lbBoxMinorExtentF cannot exceed 1.0 minus the amount of space used for the title, as set by the resource lbTitleExtentF. When lbAutoManage is False and lbTitlePosition is set to a side perpendicular to the major axis, the axis extent from which the box minor extent is calculated includes any extra extent added due to an increased value given to lbTitleFontHeightF. However, it does not include extra extent due to increased value given to the lbLabelFontHeightF resource.

默认值: 0.33

lbBoxSeparatorLinesOn

Available in version 6.2.0 and later. If this resource is set to False, it will draw a labelbar with no interior box lines (box separator lines), and just a perimeter line around the “bar” of the labelbar.

默认值: True

lbBoxSizing

When set to UniformSizing, all the boxes in the LabelBar have the same size. When set to ExplicitSizing, the values in the array, lbBoxFractions, determine the relative size of each box along the major axis (the axis of orientation).

默认值: UniformSizing

lbFillBackground

The color index used for the background of all the boxes in the LabelBar. By default it is set to Transparent (-1), specifying that the background of the boxes is transparent to whatever it overlays. Note that the box background is only observable when the fill pattern is not solid. This resource also applies to the background of the fill pattern set with the lbPerimFill resource.

默认值: Transparent

lbFillColor

When lbMonoFillColor is set True, this resource of type NhlTColorIndex sets a uniform fill color for all the LabelBar boxes. This resource may be intercepted or disabled by:

ContourPlot VectorPlot StreamlinePlot

默认值: Foreground

lbFillColors

This array resource of type NhlTColorIndexGenArray individually sets the color of each box in the LabelBar when lbMonoFillColor is set False. The LabelBar ensures that this array contains at least as many elements as the current value of lbBoxCount. You may cause a box to appear empty by setting the appropriate array element to the value Transparent. This resource may be intercepted or disabled by:

ContourPlot VectorPlot StreamlinePlot

默认值: By default, each box is assigned to the next succeeding color in the hlu color table, up to the number of defined colors. Additional boxes are assigned the current value of wkForegroundColor.

lbFillDotSizeF

This resource sets a uniform dot size, in NDC units, for the stipple dot fill pattern. The default value of 0.0 causes the dots to be drawn as before, using a workstation dependent minimum dot size. A caveat is that individual dots are not clipped around the edges of fill areas; this becomes more noticeable as the dot size increases.

默认值: 0.0

lbFillLineThicknessF

The line thickness used for the lines that comprise the fill pattern within the label boxes.

默认值: 1.0

lbFillPattern

When lbMonoFillPattern is set True, this resource of type NhlTFillIndex sets a uniform fill pattern for all the LabelBar boxes. This resource may be intercepted or disabled by:

ContourPlot VectorPlot StreamlinePlot

默认值: SolidFill

lbFillPatterns

This array resource of type NhlTFillIndexGenArray individually sets the fill pattern of each box in the LabelBar when lbMonoFillPattern is set False. The LabelBar ensures that this array contains at least as many elements

as the current value of `lbBoxCount`. You can cause any box to appear empty by setting the appropriate array element to the value `HollowFill` (-1). Note that you can use the scalar resource `lbFillBackground` to set a uniform solid-fill background color the fill patterns. This resource may be intercepted or disabled by:

ContourPlot VectorPlot StreamlinePlot

默认值: All array elements above those specified by the user are assigned values according to the formula: $\text{element_index} \bmod \text{wkFillTableLength} + 1$.

lbFillScaleF

When `lbMonoFillScale` is set True, `lbFillScaleF` sets a uniform fill scale that applies to all patterns in the LabelBar boxes. This resource may be intercepted or disabled by:

ContourPlot VectorPlot StreamlinePlot

默认值: 1.0

lbFillScales

When `lbMonoFillScale` is False, each element of this array resource contains an individual scale value that is applied to the pattern assigned to the corresponding box in the LabelBar. When the scale value is 1.0, all lines in the currently defined patterns are nominally spaced at about 0.01 NDC units. The scale value is applied as a factor to this spacing. This resource may be intercepted or disabled by:

ContourPlot VectorPlot StreamlinePlot

默认值: 1.0 for all elements

lbJustification

When the labelbar changes size, the justification determines a fixed point about which the size change occurs. Any of the corners, the center of any edge, or the current center of the LabelBar may be set to the fixed justification point. This resource may be intercepted or disabled by:

PlotManager

默认值: BottomLeft

lbLabelAlignment

How the labels align with respect to the label boxes. If set to `BoxCenters`, the labels align with the centers of each box, and the number of labels is equal to the number of boxes. If set to `InteriorEdges`, the labels align with the internal separators between the boxes, and there is one fewer label than the number of boxes. If set to `ExternalEdges`, the labels align with the external edges as well as the interior separators between the boxes, and there is one more label than boxes. This resource may be intercepted or disabled by:

ContourPlot VectorPlot StreamlinePlot

默认值: BoxCenters (InteriorEdges in gsn_xxxx_xxx scripts)

lbLabelAngleF

The angle of the text of the labels. When the auto-manage resource is turned on, both the size and justification mode of the label text may change in response to changes of the label angle.

默认值: 0.0

lbLabelAutoStride

When this boolean resource is set True, LabelBar labels are checked for overlap before being drawn. If overlap would otherwise occur, a stride is set through the labels such that overlap will be avoided. The stride proceeds in both directions from a pivot label, chosen based on how “round” it is relative to the other labels. If the labels seem to be equally “round” or if the labels are non-numeric, then the shortest label is chosen as the pivot. If `lbLabelAlignment` is set to `ExternalEdges`, the behavior is a bit different. In this case, the stride is set as described above, but the labels at each end are guaranteed to appear. This may cause labels that would otherwise be part of the stride sequence to be eliminated. This behavior is useful when the end labels are used to show the extreme values of a dataset.

The stride calculated as a result of setting `lbLabelAutoStride` is independent of the stride specified by the `lbLabelStride` resource and is applied subsequently to it. Also note that `lbAutoManage` must be set `False` in order for `lbLabelAutoStride` to have an effect. When `lbAutoManage` is `True`, the label font height is reduced to avoid overlap and therefore a stride greater than unity is never required.

默认值: `False` (will default to `True` in V6.1.0 and later)

lbLabelBarOn

用于确定色条是否出现的布尔型标记。A boolean flag that determines whether the `LabelBar` should appear. Primarily useful as a forwarded resource when the `LabelBar` is a child of a higher level object.

该源属性可被 `PlotManager` 对象捕获或禁用

默认值: `True`

lbLabelConstantSpacingF

Normally when `lbLabelFontQuality` is set to `High`, the `LabelBar` writes line label text with proportional spacing. Setting the `lbLabelConstantSpacingF` to a value greater than 0.0 overrides this behavior and instead begins each character a distance of `lbLabelConstantSpacingF` times the nominal character size from the beginning of the previous character. This implies that values between 0.0 and 1.0 will cause the characters to overlap each other, while a value of 1.0 implies no space between two nominally sized characters. This parameter is ignored when `lbLabelFontQuality` is not `Low` or `Medium`. Values less than 0.0 result in an error and are replaced with the default value.

默认值: 0.0

lbLabelDirection

This resource of type `NhlTextDirection` specifies the direction of the label text.

默认值: `Across`

lbLabelFont

This resource of type `NhlFont` specifies the font used to render the `LabelBar` labels.

默认值: "pwrityx"

lbLabelFontAspectF

Determines the shape of the label font text. Values greater than 1.0 make the text tall and skinny. Values less than one make the text short and wide.

默认值: 1.0

lbLabelFontColor

The `hlu` color index used for drawing the label text.

默认值: `Foreground`

lbLabelFontHeightF

The height in `NDC` coordinates of the text used to draw the labels. When `lbAutoManage` is set `True`, the user cannot directly set the label font height. Rather, it is set in response to other factors, such as the current size and shape of the `LabelBar`, the current setting of `lbBoxMinorExtentF`, the current text angle of the labels, and how much space there is between the labels. Set `lbAutoManage` `False` if you wish to control the label font height directly.

默认值: 0.02

lbLabelFontQuality

确定绘制色条标签文本的字体质量。

默认值: `High` (高)

lbLabelFontThicknessF

设定用来绘制色条标签文本线的粗细。它的值为一个单位粗细（依赖设备）的倍数。当色条标签字体源属性 *lbLabelFont* 设为填充字体（字体索引号 21-22, 25-26, 29-30, 33-37）时，该源属性被忽略。

默认值: 1.0 （1.0倍）

lbLabelFuncCode

Determines the function code character used when parsing the label string. This resource may be intercepted or disabled by:

ContourPlot VectorPlot StreamlinePlot

默认值: :

lbLabelJust

指定色条标签文本的对齐方式。当自动管理特征开启时，为响应色条标签文本的角度变化，对齐方式可能会内在改变。因此，为了显式地控制色条标签文本对齐方式，你应该首先关闭自动管理特征。

默认值: CenterCenter （上下居中，左右居中）

lbLabelOffsetF

Defines an offset, specified as a fraction of the length of the minor labelbar axis (perpendicular to the axis of orientation), between the LabelBar boxes and the labels.

默认值: 0.1

lbLabelPosition

这一NhlPosition类型的源属性控制标记（labels）相对于色条框的位置。当色条的方向为水平，其有效值为 Top（顶），Center（中），Bottom（底）。当色条的方向为垂直，其有效值为 Left（左），Center（中），Right（右）。如果对应色条方向设置，设置的不恰当，此源属性的值将会轻微改变：Bottom（底）变为 Left（左），Top（顶）变为 Right（右），反之亦然。

When set to Center the labels are centered on, and when the auto-manage feature is on, sized to fit within, each respective label box.

默认值: Right（右）

lbLabelStride

控制色条上的标记（labels）的间隔（步长）。如设置为2时，色调标记将每隔一个色块画一个。

默认值: 1

lbLabelStrings

数组源属性，是构成色条标记（labels）的字符串数组。此源属性可能被以下对象拦截或禁用：

ContourPlot (见 cnExplicitLabelBarLabelsOn)

VectorPlot (见 vcExplicitLabelBarLabelsOn)

StreamlinePlot (见 stExplicitLabelBarLabelsOn)

默认值: Label_<label element number>

lbLabelsOn

布尔类型的标记，用于控制是否将标记（labels）显示在色条下

默认值: True

lbLeftMarginF

Defines an offset, specified as a fraction of whichever LabelBar axis is smallest, between the leftmost LabelBar element and the left edge of the LabelBar perimeter. It is always subtracted from the current LabelBar extent. Negative values are allowed.

默认值: 0.05

lbMaxLabelLenF

This read-only resource returns the maximum length in NDC of the strings used as LabelBar labels.

默认值: <dynamic>

lbMinLabelSpacingF

This read-only resource returns the minimum distance in NDC from the start of one label string to the start of the next label string.

默认值: <dynamic>

lbMonoFillColor

When set True, all LabelBar boxes are set to a single color, as specified by the value of the scalar resource lbFillColor. When False, the elements of the array resource lbFillColors control the color of each box individually. This resource may be intercepted or disabled by:

ContourPlot VectorPlot StreamlinePlot

默认值: False

lbMonoFillPattern

When set True, all the boxes in the labelbar are set to a single pattern, as specified by the value of the scalar resource lbFillPattern. This resource may be intercepted or disabled by:

ContourPlot VectorPlot StreamlinePlot

默认值: False

lbMonoFillScale

When set True, the patterns applied to each box in the LabelBar are scaled by a single factor, as specified by the value the scalar resource lbFillScaleF. This resource may be intercepted or disabled by:

ContourPlot VectorPlot StreamlinePlot

默认值: True

lbOrientation

This resource of type NhlTOrientation specifies whether the labelbar boxes are arranged horizontally in a row or vertically in a column. The major axis of the LabelBar instance is parallel to the orientation and the minor axis is perpendicular to the orientation. This resource may be intercepted or disabled by:

PlotManager

默认值: Vertical

lbPerimColor

The hlu index of the color used for the line around the perimeter of LabelBar.

默认值: Foreground

lbPerimDashPattern

Specifies the hlu index of the dash pattern used to draw the perimeter of the LabelBar.

默认值: 0, specifying a solid line

lbPerimDashSegLenF

The length in NDC units of the dash pattern used to draw the perimeter of the LabelBar.

默认值: 0.15

lbPerimFill

The hlu index of the pattern used to fill the background of the LabelBar area. Only has an effect when the lbPerimFillColor has set to a value greater than Transparent (-1).

默认值: HollowFill

lbPerimFillColor

The hlu index of the color used to fill the background of the Legend area. Only has an effect when the lbPerimFill has a value greater than HollowFill (-1).

默认值: Background

lbPerimOn

A boolean flag determining whether a line is drawn around the perimeter of the LabelBar.

默认值: True

lbPerimThicknessF

Specifies the thickness of the line used to draw the perimeter of the LabelBar.

默认值: 1.0

lbRasterFillOn

If set True, this resource causes the LabelBar to use raster mode fill rather than normal polygon fill to render the box colors. In this case, only solid fill is possible; the fill pattern resources are ignored. If any element of lbFillColor is set to Transparent or lbBoxSizing is set to ExplicitSizing, raster mode fill is not possible: LabelBar issues a warning and defaults to normal polygon fill. Normally, assuming the boxes are solid-filled, the appearance of the LabelBar boxes will be identical whether or not this resource is set. It only makes a difference when the output must go to certain printers that render colors slightly differently when raster fill is in effect. ContourPlot forces lbRasterFillOn to True when it manages a LabelBar and raster fill is in effect.

默认值: False

lbRightMarginF

Defines an offset, specified as a fraction of whichever LabelBar axis is smallest, between the rightmost LabelBar element and the right edge of the LabelBar perimeter. It is always subtracted from the current LabelBar extent. Negative values are allowed.

默认值: 0.05

lbTitleAngleF

The angle of the title text. When the auto-manage feature is on, the title size changes as the text rotates.

默认值: 0.0

lbTitleConstantSpacingF

Determines a constant amount of extra space that is placed between each character of the title text. Values less than 0.0 result in an error and are replaced with the default value.

默认值: 0.0

lbTitleDirection

This resource of type NhlTTextDirection specifies the direction of the title text. When the title position, as set by the resource lbTitlePosition, is Top or Bottom the direction is set by default to Across. When title position is Left or Right the text is set by default to Down.

默认值: Across

lbTitleExtentF

The LabelBar title occupies a rectangular portion of the LabelBar viewport bounded on three sides by edges of the viewport and on the fourth by a line determined by the value of this resource. lbTitleExtentF specifies a fraction of the length (minus the margins) of the LabelBar axis perpendicular to lbTitlePosition. At this point along the length of the axis the fourth side of the title extent rectangle is constructed parallel to the side specified by lbTitlePosition. The sum of the values given to lbTitleExtentF and lbTitleOffsetF cannot exceed 0.5 (half the length of the axis). If the sum does exceed 0.5, a warning is issued and both values are reset to their default values. If lbAutoManage is set False, and lbTitleFontHeightF is set such that the title extent rectangle cannot accommodate the full extent of the title text, the viewport of the LabelBar instance is expanded to fit the title text extent. However, the LabelBar treats this additional extent as 'extra'. The title extent rectangle does not

change its size as long as the LabelBar view width or height is not explicitly modified. This means that as you set `lbTitleFontHeightF` to smaller values, the LabelBar viewport will shrink until its size matches the size it would have had if the text extent fit within the originally set title extent.

默认值: 0.15

lbTitleFont

This resource of type `NhlTFont` specifies the font used to render the LabelBar title.

默认值: "pwr1x"

lbTitleFontAspectF

Determines the shape of the title font text. Values greater than 1.0 make the text tall and skinny. Values less than one make the text short and wide.

默认值: 1.0

lbTitleFontColor

The hlu index of the color used for the title text.

默认值: Foreground

lbTitleFontHeightF

The font height in NDC units used for the title text. If `lbAutoManage` is set `True`, the LabelBar sets this resource automatically based on the space available and the value of other title font attributes including `lbTitleAngleF`, `lbTitleConstantSpacingF` and `lbTitleFontAspectF`. The available space is determined from the size of the LabelBar viewport and the setting of the resource `lbTitleExtentF`. When `lbAutoManage` is `True`, attempts by the user to set this resource are simply ignored. If `lbAutoManage` is `False`, the LabelBar instance will honor the set value of `lbTitleFontHeightF`, even if it must increase the size of the viewport in order to encompass the full extent of the title text. However, space added in this manner is considered an addition to the 'fundamental' size of the LabelBar. If the `lbTitleFontHeightF` is reduced to a value less than or equal to the value that would be used if `lbAutoManage` were `True`, then the LabelBar will resize itself to its 'fundamental' size. If you resize the LabelBar by setting the width or height of its viewport, `lbTitleFontHeightF` and the 'fundamental' size both adjust themselves proportionally.

默认值: 0.025

lbTitleFontQuality

Determines the text quality used to draw the title text.

默认值: High

lbTitleFontThicknessF

Determines the thickness of the line used to draw the Label text. This resource only affects the Hershey fonts.

默认值: 1.0

lbTitleFuncCode

Determines the function code character used when parsing the label string.

默认值: :

lbTitleJust

The justification used for the title text.

默认值: CenterCenter

lbTitleOffsetF

This resource defines an offset specified as a fraction of the length of the axis (minus the margins) perpendicular to the side specified by `lbTitlePosition`. This offset separates the title extent, as specified by `lbTitleExtentF`, from the other elements of the LabelBar.

默认值: 0.03

lbTitleOn

A boolean flag determining whether the title should appear in the LabelBar. If lbTitleString is set when the LabelBar object created, lbTitleOn defaults to True. Otherwise it defaults to False.

默认值: True

lbTitlePosition

This resource of type NhlTPosition determines the position of the title with respect to the other elements of the LabelBar. Valid positions are Top, Bottom, Left, and Right. When you set the title position, LabelBar automatically adjusts the title direction, unless you explicitly set lbTitleDirection in the same call. When you set the position to Top or Bottom, the title direction is set to Across; when the position is set to Left or Right, the title direction is set to Down.

默认值: Top

lbTitleString

A string containing the text used for the LabelBar title. If lbTitleString is set when the LabelBar object created, the boolean resource lbTitleOn defaults to True, causing the title to appear. Otherwise it defaults to False. If you explicitly set lbTitleOn True without setting lbTitleString, LabelBar supplies a title consisting of the name of the current instantiation of the object.

默认值: <dynamic>

lbTopMarginF

Defines an offset, specified as a fraction of whichever LabelBar axis is smallest, between the topmost LabelBar element and the top edge of the LabelBar perimeter. It is always subtracted from the current LabelBar extent. Negative values are allowed.

默认值: 0.05

mpAreaGroupCount (MapPlot)

mpAreaMaskingOn (MapPlot)

这一布尔类型源属性是一个开关，用于控制区域蒙版的打开或关闭。

当其为 True 时，地图图形打开区域蒙版，使得在 *mpMaskAreaSpecifiers* 源属性中指定的区域保持不被填充，因此先前绘制的图形元素在指定的区域轮廓内部可见。当其为 False 时，不论是否设定 *mpMaskAreaSpecifiers* 的内容，也没有蒙版。为了方便起见，在没有显式地设定设定 *mpAreaMaskingOn* 的情况下，当设定 *mpMaskAreaSpecifiers* 时，*mpAreaMaskingOn* 将被自动设定为 True。

但使用RANGS资料集时，这一源属性将被忽略。

默认值: False

mpAreaMaskingOn_MapPlot

mpAreaNames

mpAreaNames_MapPlot

mpAreaTypes

mpAreaTypes_MapPlot

mpBottomAngleF

mpBottomAngleF_MapTransformation

mpBottomMapPosF

mpBottomMapPosF_MapTransformation

mpBottomNDCF

mpBottomNDCF_MapTransformation

mpBottomNPCF

mpBottomNPCF_MapTransformation

mpBottomPointLatF

`mpBottomPointLatF_MapTransformation`
`mpBottomPointLonF`
`mpBottomPointLonF_MapTransformation`
`mpBottomWindowF`
`mpBottomWindowF_MapTransformation`
`mpCenterLatF`
 设定地图投影坐标系统的中心纬度。
`mpCenterLatF_MapTransformation`
`mpCenterLonF`
 设定地图投影坐标系统的中心经度。
`mpCenterLonF_MapTransformation`
`mpCenterRotF`
`mpCenterRotF_MapTransformation`
`mpCountyLineColor`
`mpCountyLineColor_MapPlot`
`mpCountyLineDashPattern`
`mpCountyLineDashPattern_MapPlot`
`mpCountyLineDashSegLenF`
`mpCountyLineDashSegLenF_MapPlot`
`mpCountyLineThicknessF`
`mpCountyLineThicknessF_MapPlot`
`mpDataBaseVersion`
`mpDataBaseVersion_MapPlot`
`mpDataResolution`
`mpDataResolution_MapPlot`
`mpDataSetName`
`mpDataSetName_MapPlot`
`mpDefaultFillColor`
`mpDefaultFillColor_MapPlot`
`mpDefaultFillPattern`
`mpDefaultFillPattern_MapPlot`
`mpDefaultFillScaleF`
`mpDefaultFillScaleF_MapPlot`
`mpDynamicAreaGroups`
`mpDynamicAreaGroups_MapPlot`
`mpEllipticalBoundary`
`mpEllipticalBoundary_MapTransformation`

`mpFillAreaSpecifiers`
`mpFillAreaSpecifiers_MapPlot`
`mpFillBoundarySets`
`mpFillBoundarySets_MapPlot`
`mpFillColor`
`mpFillColor_MapPlot`
`mpFillColors`
`mpFillColors_MapPlot`
`mpFillColors-default`
`mpFillDotSizeF`
`mpFillDotSizeF_MapPlot`
`mpFillDrawOrder`
`mpFillDrawOrder_MapPlot`
`mpFillOn`
`mpFillOn_MapPlot`
`mpFillPatternBackground`
`mpFillPatternBackground_MapPlot`
`mpFillPattern`
`mpFillPattern_MapPlot`
`mpFillPatterns`
`mpFillPatterns_MapPlot`
`mpFillPatterns-default`
`mpFillScaleF`
`mpFillScaleF_MapPlot`
`mpFillScales`
`mpFillScales_MapPlot`
`mpFillScales-default`
`mpFixedAreaGroups`
`mpFixedAreaGroups_MapPlot`
`mpGeophysicalLineColor`
`mpGeophysicalLineColor_MapPlot`
`mpGeophysicalLineDashPattern`
`mpGeophysicalLineDashPattern_MapPlot`
`mpGeophysicalLineDashSegLenF`
`mpGeophysicalLineDashSegLenF_MapPlot`
`mpGeophysicalLineThicknessF`

mpGeophysicalLineThicknessF_MapPlot
mpGreatCircleLinesOn
mpGreatCircleLinesOn_MapTransformation
mpGridAndLimbDrawOrder
mpGridAndLimbDrawOrder_MapPlot
mpGridAndLimbOn
mpGridAndLimbOn_MapPlot
mpGridLatSpacingF
mpGridLatSpacingF_MapPlot
mpGridLineColor
mpGridLineColor_MapPlot
mpGridLineDashPattern
mpGridLineDashPattern_MapPlot
mpGridLineDashSegLenF
mpGridLineDashSegLenF_MapPlot
mpGridLineThicknessF
mpGridLineThicknessF_MapPlot
mpGridLonSpacingF
mpGridLonSpacingF_MapPlot
mpGridMaskMode
mpGridMaskMode_MapPlot
mpGridMaxLatF
mpGridMaxLatF_MapPlot
mpGridPolarLonSpacingF
mpGridPolarLonSpacingF_MapPlot
mpGridSpacingF
mpGridSpacingF_MapPlot
mpInlandWaterFillColor
mpInlandWaterFillColor_MapPlot
mpInlandWaterFillPattern
mpInlandWaterFillPattern_MapPlot
mpInlandWaterFillScaleF
mpInlandWaterFillScaleF_MapPlot
mpLabelDrawOrder
mpLabelDrawOrder_MapPlot
mpLabelFontColor

mpLabelFontColor_MapPlot
mpLabelFontHeightF
mpLabelFontHeightF_MapPlot
mpLabelsOn
mpLabelsOn_MapPlot
mpLambertMeridianF
mpLambertMeridianF_MapTransformation
mpLambertParallel1F
mpLambertParallel1F_MapTransformation
mpLambertParallel2F
mpLambertParallel2F_MapTransformation
mpLandFillColor
mpLandFillColor_MapPlot
mpLandFillPattern
mpLandFillPattern_MapPlot
mpLandFillScaleF
mpLandFillScaleF_MapPlot
mpLeftAngleF
mpLeftAngleF_MapTransformation
mpLeftCornerLatF
mpLeftCornerLatF_MapTransformation
mpLeftCornerLonF
mpLeftCornerLonF_MapTransformation
mpLeftMapPosF
mpLeftMapPosF_MapTransformation
mpLeftNDCF
mpLeftNDCF_MapTransformation
mpLeftNPCF
mpLeftNPCF_MapTransformation
mpLeftPointLatF
mpLeftPointLatF_MapTransformation
mpLeftPointLonF
mpLeftPointLonF_MapTransformation
mpLeftWindowF
mpLeftWindowF_MapTransformation
mpLimbLineColor

mpLimbLineColor_MapPlot
mpLimbLineDashPattern
mpLimbLineDashPattern_MapPlot
mpLimbLineDashSegLenF
mpLimbLineDashSegLenF_MapPlot
mpLimbLineThicknessF
mpLimbLineThicknessF_MapPlot
mpLimitMode
mpLimitMode_MapTransformation
Angle_projection_limits
mpMaskAreaSpecifiers
mpMaskAreaSpecifiers_MapPlot
mpMaskOutlineSpecifiers
mpMaskOutlineSpecifiers_MapPlot
mpMaxLatF
mpMaxLatF_MapTransformation
mpMaxLonF
mpMaxLonF_MapTransformation
mpMinLatF
mpMinLatF_MapTransformation
mpMinLonF
mpMinLonF_MapTransformation
mpMonoFillColor
mpMonoFillColor_MapPlot
mpMonoFillPattern
mpMonoFillPattern_MapPlot
mpMonoFillScale
mpMonoFillScale_MapPlot
mpNationalLineColor
mpNationalLineColor_MapPlot
mpNationalLineDashPattern
mpNationalLineDashPattern_MapPlot
mpNationalLineDashSegLenF_MapPlot
mpNationalLineThicknessF
mpNationalLineThicknessF_MapPlot
mpOceanFillColor

`mpOceanFillColor_MapPlot`
`mpOceanFillPattern`
`mpOceanFillPattern_MapPlot`
`mpOceanFillScaleF`
`mpOceanFillScaleF_MapPlot`
`mpOutlineBoundarySets`
`mpOutlineBoundarySets_MapPlot`
`mpOutlineDrawOrder`
`mpOutlineDrawOrder_MapPlot`
`mpOutlineMaskingOn`
`mpOutlineMaskingOn_MapPlot`
`mpOutlineOn`
`mpOutlineOn_MapPlot`
`mpOutlineSpecifiers`
`mpOutlineSpecifiers_MapPlot`
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`mpPerimDrawOrder_MapPlot`
`mpPerimLineColor`
`mpPerimLineColor_MapPlot`
`mpPerimLineDashPattern`
`mpPerimLineDashPattern_MapPlot`
`mpPerimLineDashSegLenF`
`mpPerimLineDashSegLenF_MapPlot`
`mpPerimLineThicknessF`
`mpPerimLineThicknessF_MapPlot`
`mpPerimOn`
`mpPerimOn_MapPlot`
`mpPolyMode`
`mpPolyMode_MapTransformation`
`mpProjection`

设定地图类函数所使用的地图投影方式。可选的投影方式有

- Orthographic
- Stereographic
- LambertEqualArea
- Gnomonic
- AzimuthalEquidistant

- Satellite
- PseudoMollweide
- Mercator
- CylindricalEquidistant
- LambertConformal
- Robinson
- CylindricalEqualArea
- RotatedMercator
- Aitoff
- Hammer
- Mollweide
- WinkelTripel

`mpProjection_MapTransformation`
`mpProvincialLineColor`
`mpProvincialLineColor_MapPlot`
`mpProvincialLineDashPattern`
`mpProvincialLineDashPattern_MapPlot`
`mpProvincialLineDashSegLenF`
`mpProvincialLineDashSegLenF_MapPlot`
`mpProvincialLineThicknessF`
`mpProvincialLineThicknessF_MapPlot`
`mpRelativeCenterLat`
`mpRelativeCenterLat_MapTransformation`
`mpRelativeCenterLon`
`mpRelativeCenterLon_MapTransformation`
`mpRightAngleF`
`mpRightAngleF_MapTransformation`
`mpRightCornerLatF`
`mpRightCornerLatF_MapTransformation`
`mpRightCornerLonF`
`mpRightCornerLonF_MapTransformation`
`mpRightMapPosF`
`mpRightMapPosF_MapTransformation`
`mpRightNDCF`
`mpRightNDCF_MapTransformation`
`mpRightNPCF`

mpRightNPCF_MapTransformation
mpRightPointLatF
mpRightPointLatF_MapTransformation
mpRightPointLonF
mpRightPointLonF_MapTransformation
mpRightWindowF
mpRightWindowF_MapTransformation
mpSatelliteAngle1F
mpSatelliteAngle1F_MapTransformation
mpSatelliteAngle2F
mpSatelliteAngle2F_MapTransformation
mpSatelliteDistF
mpSatelliteDistF_MapTransformation
mpShapeMode
mpShapeMode_MapPlot
mpSpecifiedFillColors
mpSpecifiedFillColors_MapPlot
mpSpecifiedFillDirectIndexing
mpSpecifiedFillDirectIndexing_MapPlot
mpSpecifiedFillPatterns
mpSpecifiedFillPatterns_MapPlot
mpSpecifiedFillPriority
mpSpecifiedFillPriority_MapPlot
mpSpecifiedFillScales
mpSpecifiedFillScales_MapPlot
mpTopAngleF
mpTopAngleF_MapTransformation
mpTopMapPosF
mpTopMapPosF_MapTransformation
mpTopNDCF
mpTopNDCF_MapTransformation
mpTopNPCF
mpTopNPCF_MapTransformation
mpTopPointLatF
mpTopPointLatF_MapTransformation
mpTopPointLonF

`mpTopPointLonF_MapTransformation`
`mpTopWindowF`
`mpTopWindowF_MapTransformation`
`mpUSStateLineColor`
`mpUSStateLineColor_MapPlot`
`mpUSStateLineDashPattern`
`mpUSStateLineDashPattern_MapPlot`
`mpUSStateLineDashSegLenF`
`mpUSStateLineDashSegLenF_MapPlot`
`mpUSStateLineThicknessF`
`mpUSStateLineThicknessF_MapPlot`

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`sfCopyData_ScalarField`
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`sfDataMaxV_ScalarField`
`sfDataMinV_MeshScalarField`
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`sfDataMinV_ScalarField`
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`sfElementNodes_MeshScalarField`
`sfExchangeDimensions`
`sfExchangeDimensions_ScalarField`
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`sfFirstNodeIndex_MeshScalarField`
`sfMissingValueV_MeshScalarField`
`sfMissingValueV`
`sfMissingValueV_ScalarField`
`sfXArray_MeshScalarField`

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sfXArray_ScalarField
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sfXCActualEndF
sfXCActualEndF_ScalarField
sfXCActualStartF_MeshScalarField
sfXCActualStartF
sfXCActualStartF_ScalarField
sfXCEndIndex
sfXCEndIndex_ScalarField
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sfXCEndSubsetV_ScalarField
sfXCEndV
sfXCEndV_ScalarField
sfXCStartIndex
sfXCStartIndex_ScalarField
sfXCStartSubsetV
sfXCStartSubsetV_ScalarField
sfXCStartV
sfXCStartV_ScalarField
sfXCStride
sfXCStride_ScalarField
sfXCellBounds
sfXCellBounds_MeshScalarField
sfYArray_MeshScalarField
sfYArray
sfYArray_ScalarField
sfYCActualEndF_MeshScalarField
sfYCActualEndF
sfYCActualEndF_ScalarField
sfYCActualStartF_MeshScalarField
sfYCActualStartF
sfYCActualStartF_ScalarField
sfYCEndIndex
sfYCEndIndex_ScalarField
sfYCEndSubsetV

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`sfYCEndV_ScalarField`
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`sfYCStartSubsetV_ScalarField`
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`sfYCStartV_ScalarField`
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`sfYCellBounds`
`sfYCellBounds_MeshScalarField`

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`vcFillArrowEdgeThicknessF`
`vcFillArrowFillColor`
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`vcFillArrowHeadMinFracXF`
`vcFillArrowHeadMinFracYF`
`vcFillArrowHeadXF`
`vcFillArrowHeadYF`
`vcFillArrowMinFracWidthF`
`vcFillArrowWidthF`
`vcFillArrowsOn`
`vcFillOverEdge`
`vcGlyphOpacityF`
`vcGlyphStyle`
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`vcLabelFontColor`
`vcLabelFontHeightF`
`vcLabelsOn`
`vcLabelsUseVectorColor`
`vcLevelColors`
`vcLevelCount`

vcLevelPalette
vcLevelSelectionMode
vcLevelSpacingF
vcLevels
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vcLineArrowHeadMaxSizeF
vcLineArrowHeadMinSizeF
vcLineArrowThicknessF
vcMagnitudeFormat
vcMagnitudeScaleFactorF
vcMagnitudeScaleValueF
vcMagnitudeScalingMode
vcMapDirection
vcMaxLevelCount
vcMaxLevelValF
vcMaxMagnitudeF
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vcMinAnnoArrowAngleF
vcMinAnnoArrowEdgeColor
vcMinAnnoArrowFillColor
vcMinAnnoArrowLineColor
vcMinAnnoArrowMinOffsetF
vcMinAnnoArrowSpaceF
vcMinAnnoArrowUseVecColor
vcMinAnnoBackgroundColor
vcMinAnnoConstantSpacingF
vcMinAnnoExplicitMagnitudeF
vcMinAnnoFont
vcMinAnnoFontAspectF
vcMinAnnoFontColor
vcMinAnnoFontHeightF
vcMinAnnoFontQuality
vcMinAnnoFontThicknessF
vcMinAnnoFuncCode
vcMinAnnoJust
vcMinAnnoOn

vcMinAnnoOrientation
vcMinAnnoOrthogonalPosF
vcMinAnnoParallelPosF
vcMinAnnoPerimColor
vcMinAnnoPerimOn
vcMinAnnoPerimSpaceF
vcMinAnnoPerimThicknessF
vcMinAnnoSide
vcMinAnnoString1
vcMinAnnoString1On
vcMinAnnoString2
vcMinAnnoString2On
vcMinAnnoTextDirection
vcMinAnnoZone
vcMinDistanceF
vcMinFracLengthF
vcMinLevelValF
vcMinMagnitudeF
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vcMonoFillArrowFillColor
vcMonoLineArrowColor
vcMonoWindBarbColor
vcNoDataLabelOn
vcNoDataLabelString
vcPositionMode
vcRefAnnoAngleF
vcRefAnnoArrowAngleF
vcRefAnnoArrowEdgeColor
vcRefAnnoArrowFillColor
vcRefAnnoArrowLineColor
vcRefAnnoArrowMinOffsetF
vcRefAnnoArrowSpaceF
vcRefAnnoArrowUseVecColor
vcRefAnnoBackgroundColor
vcRefAnnoConstantSpacingF
vcRefAnnoExplicitMagnitudeF

vcRefAnnoFont
vcRefAnnoFontAspectF
vcRefAnnoFontColor
vcRefAnnoFontHeightF
vcRefAnnoFontQuality
vcRefAnnoFontThicknessF
vcRefAnnoFuncCode
vcRefAnnoJust
vcRefAnnoOn
vcRefAnnoOrientation
vcRefAnnoOrthogonalPosF
vcRefAnnoParallelPosF
vcRefAnnoPerimColor
vcRefAnnoPerimOn
vcRefAnnoPerimSpaceF
vcRefAnnoPerimThicknessF
vcRefAnnoSide
vcRefAnnoString1
vcRefAnnoString1On
vcRefAnnoString2
vcRefAnnoString2On
vcRefAnnoTextDirection
vcRefAnnoZone
vcRefLengthF
vcRefMagnitudeF
vcScalarFieldData
vcScalarMissingValColor
vcScalarValueFormat
vcScalarValueScaleFactorF
vcScalarValueScaleValueF
vcScalarValueScalingMode
vcSpanLevelPalette
vcUseRefAnnoRes
vcUseScalarArray
vcVectorDrawOrder
vcVectorFieldData

vcWindBarbCalmCircleSizeF
vcWindBarbColor
vcWindBarbLineThicknessF
vcWindBarbScaleFactorF
vcWindBarbTickAngleF
vcWindBarbTickLengthF
vcWindBarbTickSpacingF
vcZeroFLabelAngleF
vcZeroFLabelBackgroundColor
vcZeroFLabelConstantSpacingF
vcZeroFLabelFont
vcZeroFLabelFontAspectF
vcZeroFLabelFontColor
vcZeroFLabelFontHeightF
vcZeroFLabelFontQuality
vcZeroFLabelFontThicknessF
vcZeroFLabelFuncCode
vcZeroFLabelJust
vcZeroFLabelOn
vcZeroFLabelOrthogonalPosF
vcZeroFLabelParallelPosF
vcZeroFLabelPerimColor
vcZeroFLabelPerimOn
vcZeroFLabelPerimSpaceF
vcZeroFLabelPerimThicknessF
vcZeroFLabelSide
vcZeroFLabelString
vcZeroFLabelTextDirection
vcZeroFLabelZone

视图源属性

vpAnnoManagerId

If the View object is currently functioning as an external annotation of a Plot Object, this read-only resource contains the id of the AnnoManager object used to manage the View object's location and size. If the View object is not currently an annotation, the value of the resource is set to NullObjId (0).

默认值: False

vpClipOn

When this boolean resource is set True, all content elements of a plot object are clipped at the viewport boundaries. Setting it False allows plot elements that are not internally constrained to fall with the viewport to appear outside the viewport boundaries. Currently only VectorPlot objects allow any plot elements to appear outside the viewport. Note this resource does not apply to plot annotations such as tick marks and titles.

默认值: True

vpHeightF

vpHeightF 指定了视图对象边界框的高度（页面坐标（NDC））

默认值: 0.6

vpKeepAspect

当布尔类型的源属性 *vpKeepAspect* 为 True 时，视图对象将保持它的初始形状（宽高比）。你仍然可以更改他的大小源属性。如果你同时更改大小源属性、vpWidthF、vpHeightF While the boolean resource vpKeepAspect is True, the View object keeps its initial shape (aspect ratio); however you may modify its size resources. If you modify either or both the size resources, vpWidthF and vpHeightF, View will constrain its new bounding box to the largest box with an aspect ratio matching the original shape that can be inscribed within a box of the specified size. When vpKeepAspect is False, View places no constraints on the shape of its bounding box when you modify the size resources.

默认值: False

vpOn

设定 *vpOn* 为 False 将禁用视图对象的绘图方法（Draw）。当绘图方法被禁用后，视图、视图类的子类、它的叠加图层（overlays）、以及它增加的标注（annotations）不会出现在工作站，直到 Draw 被执行。

默认值: True

vpUseSegments

When the boolean resource `vpUseSegments` is set `True` for a `View` class object, the object will, if it is able, create a segment and draw into it while it draws to the designated `Workstation` object. The segment is stored as a file, and contains the low-level commands required to re-create the object, possibly with transformations to the position, size, or shape applied. When you next draw the object, assuming none of the object's resources other than `vpXF`, `vpYF`, `vpWidthF`, or `vpHeightF` have been modified, it will recreate its image based on information stored in the segment. Using segments can substantially shorten the time required to perform a draw when the plot contains elements, such as filled maps, that require considerable computation to generate initially. Note that because the transformations differ slightly, a segment drawn at a different size from the size at which it was created may not match in every detail the plot resulting from a new draw of the object at that size.

默认值: `False`

vpWidthF

vpWidthF 指定了视图对象边界框的宽度（页面坐标（NDC））

默认值: `0.6`

vpXF

vpXF 指定了视图对象边界框的左边界在页面坐标（NDC）中的位置

默认值: `0.2`

vpYF

vpYF 指定了视图对象边界框的上边界在页面坐标（NDC）中的位置

默认值: `0.8`

Part IV

食谱

WRF模式输出后处理

本文允许在征得作者同意的前提下以原文形式转载

在气象科研实践中，**WRF**模式广泛应用在中尺度数值模拟中，**NCL**对**WRF**模式的后处理有着较好的支持，能够为你的论文和科学报告提供足够优质的气象图集，掌握**WRF**模式输出的后处理能够有效提升学术 研究人员的科研竞争力，本文从实践出发讲解**NCL**在**WRF**模式输出后处理的具体使用方法。

CHAPTER 11

命名的颜色


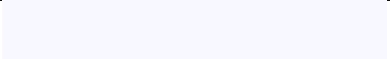





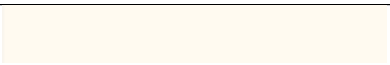





颜色	名称
	snow
	ghost white
	GhostWhite
	white smoke
	WhiteSmoke
	gainsboro
	floral white
	FloralWhite
	old lace
	OldLace
	linen
	antique white
	AntiqueWhite
	papaya whip
下页继续	

表 11.1 – 续上页

颜色	名称
	PapayaWhip
	blanched almond
	BlanchedAlmond
	bisque
	peach puff
	PeachPuff
	navajo white
	NavajoWhite
	moccasin
	cornsilk
	ivory
	lemon chiffon
	LemonChiffon
	seashell
	honeydew
	mint cream
	MintCream
	azure
	alice blue
	AliceBlue
	lavender
	lavender blush
	LavenderBlush
下页继续	

表 11.1 – 续上页

颜色	名称
	misty rose
	MistyRose
	white
	black
	dark slate gray
	DarkSlateGray
	dark slate grey
	DarkSlateGrey
	dim gray
	DimGray
	dim grey
	DimGrey
	slate gray
	SlateGray
	slate grey
	SlateGrey
	light slate gray
	LightSlateGray
	light slate grey
	LightSlateGrey
	gray
	grey
	light grey
下页继续	

表 11.1 – 续上页









颜色	名称
	LightGrey
	light gray
	LightGray
	midnight blue
	MidnightBlue
	navy
	navy blue
	NavyBlue
	cornflower blue
	CornflowerBlue
	dark slate blue
	DarkSlateBlue
	slate blue
	SlateBlue
	medium slate blue
	MediumSlateBlue
	light slate blue
	LightSlateBlue
	medium blue
	MediumBlue
	royal blue
	RoyalBlue
	blue
下页继续	

表 11.1 – 续上页

颜色	名称
	dodger blue
	DodgerBlue
	deep sky blue
	DeepSkyBlue
	sky blue
	SkyBlue
	light sky blue
	LightSkyBlue
	steel blue
	SteelBlue
	light steel blue
	LightSteelBlue
	light blue
	LightBlue
	powder blue
	PowderBlue
	pale turquoise
	PaleTurquoise
	dark turquoise
	DarkTurquoise
	medium turquoise
	MediumTurquoise
	turquoise
下页继续	

表 11.1 – 续上页

颜色	名称
	cyan
	light cyan
	LightCyan
	cadet blue
	CadetBlue
	medium aquamarine
	MediumAquamarine
	aquamarine
	dark green
	DarkGreen
	dark olive green
	DarkOliveGreen
	dark sea green
	DarkSeaGreen
	sea green
	SeaGreen
	medium sea green
	MediumSeaGreen
	light sea green
	LightSeaGreen
	pale green
	PaleGreen
	spring green
下页继续	

表 11.1 – 续上页


颜色	名称
	SpringGreen
	lawn green
	LawnGreen
	green
	chartreuse
	medium spring green
	MediumSpringGreen
	green yellow
	GreenYellow
	lime green
	LimeGreen
	yellow green
	YellowGreen
	forest green
	ForestGreen
	olive drab
	OliveDrab
	dark khaki
	DarkKhaki
	khaki
	pale goldenrod
	PaleGoldenrod
	light goldenrod yellow
下页继续	

表 11.1 – 续上页


颜色	名称
	LightGoldenrodYellow
	light yellow
	LightYellow
	yellow
	gold
	light goldenrod
	LightGoldenrod
	goldenrod
	dark goldenrod
	DarkGoldenrod
	rosy brown
	RosyBrown
	indian red
	IndianRed
	saddle brown
	SaddleBrown
	sienna
	peru
	burlywood
	beige
	wheat
	sandy brown
	SandyBrown
下页继续	

表 11.1 – 续上页
























颜色	名称
	tan
	chocolate
	firebrick
	brown
	dark salmon
	DarkSalmon
	salmon
	light salmon
	LightSalmon
	orange
	dark orange
	DarkOrange
	coral
	light coral
	LightCoral
	tomato
	orange red
	OrangeRed
	red
	hot pink
	HotPink
	deep pink
	DeepPink
下页继续	

表 11.1 – 续上页





















颜色	名称
	pink
	light pink
	LightPink
	pale violet red
	PaleVioletRed
	maroon
	medium violet red
	MediumVioletRed
	violet red
	VioletRed
	magenta
	violet
	plum
	orchid
	medium orchid
	MediumOrchid
	dark orchid
	DarkOrchid
	dark violet
	DarkViolet
	blue violet
	BlueViolet
	purple
下页继续	

表 11.1 – 续上页





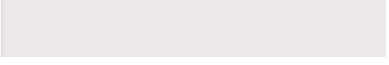



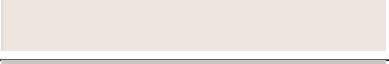














颜色	名称
	medium purple
	MediumPurple
	thistle
	snow1
	snow2
	snow3
	snow4
	seashell1
	seashell2
	seashell3
	seashell4
	AntiqueWhite1
	AntiqueWhite2
	AntiqueWhite3
	AntiqueWhite4
	bisque1
	bisque2
	bisque3
	bisque4
	PeachPuff1
	PeachPuff2
	PeachPuff3
	PeachPuff4
下页继续	

表 11.1 – 续上页





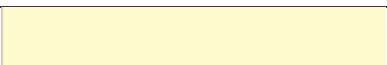



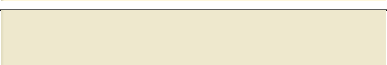
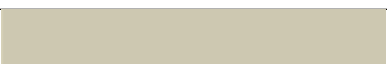



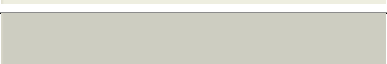






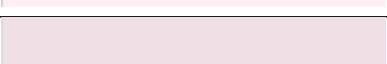

颜色	名称
	NavajoWhite1
	NavajoWhite2
	NavajoWhite3
	NavajoWhite4
	LemonChiffon1
	LemonChiffon2
	LemonChiffon3
	LemonChiffon4
	cornsilk1
	cornsilk2
	cornsilk3
	cornsilk4
	ivory1
	ivory2
	ivory3
	ivory4
	honeydew1
	honeydew2
	honeydew3
	honeydew4
	LavenderBlush1
	LavenderBlush2
	LavenderBlush3
下页继续	

表 11.1 – 续上页

颜色	名称
	LavenderBlush4
	MistyRose1
	MistyRose2
	MistyRose3
	MistyRose4
	azure1
	azure2
	azure3
	azure4
	SlateBlue1
	SlateBlue2
	SlateBlue3
	SlateBlue4
	RoyalBlue1
	RoyalBlue2
	RoyalBlue3
	RoyalBlue4
	blue1
	blue2
	blue3
	blue4
	DodgerBlue1
	DodgerBlue2
下页继续	

表 11.1 – 续上页





















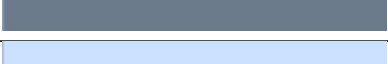

颜色	名称
	DodgerBlue3
	DodgerBlue4
	SteelBlue1
	SteelBlue2
	SteelBlue3
	SteelBlue4
	DeepSkyBlue1
	DeepSkyBlue2
	DeepSkyBlue3
	DeepSkyBlue4
	SkyBlue1
	SkyBlue2
	SkyBlue3
	SkyBlue4
	LightSkyBlue1
	LightSkyBlue2
	LightSkyBlue3
	LightSkyBlue4
	SlateGray1
	SlateGray2
	SlateGray3
	SlateGray4
	LightSteelBlue1
下页继续	

表 11.1 – 续上页

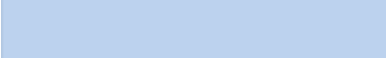

















颜色	名称
	LightSteelBlue2
	LightSteelBlue3
	LightSteelBlue4
	LightBlue1
	LightBlue2
	LightBlue3
	LightBlue4
	LightCyan1
	LightCyan2
	LightCyan3
	LightCyan4
	PaleTurquoise1
	PaleTurquoise2
	PaleTurquoise3
	PaleTurquoise4
	CadetBlue1
	CadetBlue2
	CadetBlue3
	CadetBlue4
	turquoise1
	turquoise2
	turquoise3
	turquoise4
下页继续	

表 11.1 – 续上页




颜色	名称
	cyan1
	cyan2
	cyan3
	cyan4
	DarkSlateGray1
	DarkSlateGray2
	DarkSlateGray3
	DarkSlateGray4
	aquamarine1
	aquamarine2
	aquamarine3
	aquamarine4
	DarkSeaGreen1
	DarkSeaGreen2
	DarkSeaGreen3
	DarkSeaGreen4
	SeaGreen1
	SeaGreen2
	SeaGreen3
	SeaGreen4
	PaleGreen1
	PaleGreen2
	PaleGreen3
下页继续	

表 11.1 – 续上页



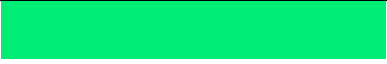
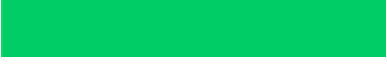


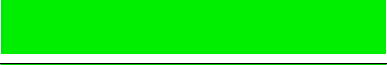














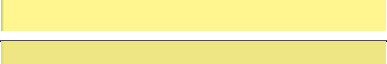

颜色	名称
	PaleGreen4
	SpringGreen1
	SpringGreen2
	SpringGreen3
	SpringGreen4
	green1
	green2
	green3
	green4
	chartreuse1
	chartreuse2
	chartreuse3
	chartreuse4
	OliveDrab1
	OliveDrab2
	OliveDrab3
	OliveDrab4
	DarkOliveGreen1
	DarkOliveGreen2
	DarkOliveGreen3
	DarkOliveGreen4
	khaki1
	khaki2
下页继续	

表 11.1 – 续上页

颜色	名称
	khaki3
	khaki4
	LightGoldenrod1
	LightGoldenrod2
	LightGoldenrod3
	LightGoldenrod4
	LightYellow1
	LightYellow2
	LightYellow3
	LightYellow4
	yellow1
	yellow2
	yellow3
	yellow4
	gold1
	gold2
	gold3
	gold4
	goldenrod1
	goldenrod2
	goldenrod3
	goldenrod4
	DarkGoldenrod1
下页继续	

表 11.1 – 续上页











颜色	名称
	DarkGoldenrod2
	DarkGoldenrod3
	DarkGoldenrod4
	RosyBrown1
	RosyBrown2
	RosyBrown3
	RosyBrown4
	IndianRed1
	IndianRed2
	IndianRed3
	IndianRed4
	sienna1
	sienna2
	sienna3
	sienna4
	burlywood1
	burlywood2
	burlywood3
	burlywood4
	wheat1
	wheat2
	wheat3
	wheat4
下页继续	

表 11.1 – 续上页











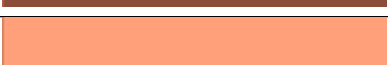

颜色	名称
	tan1
	tan2
	tan3
	tan4
	chocolate1
	chocolate2
	chocolate3
	chocolate4
	firebrick1
	firebrick2
	firebrick3
	firebrick4
	brown1
	brown2
	brown3
	brown4
	salmon1
	salmon2
	salmon3
	salmon4
	LightSalmon1
	LightSalmon2
	LightSalmon3
下页继续	

表 11.1 – 续上页
























颜色	名称
	LightSalmon4
	orange1
	orange2
	orange3
	orange4
	DarkOrange1
	DarkOrange2
	DarkOrange3
	DarkOrange4
	coral1
	coral2
	coral3
	coral4
	tomato1
	tomato2
	tomato3
	tomato4
	OrangeRed1
	OrangeRed2
	OrangeRed3
	OrangeRed4
	red1
	red2
下页继续	

表 11.1 – 续上页








颜色	名称
	red3
	red4
	DeepPink1
	DeepPink2
	DeepPink3
	DeepPink4
	HotPink1
	HotPink2
	HotPink3
	HotPink4
	pink1
	pink2
	pink3
	pink4
	LightPink1
	LightPink2
	LightPink3
	LightPink4
	PaleVioletRed1
	PaleVioletRed2
	PaleVioletRed3
	PaleVioletRed4
	maroon1
下页继续	

表 11.1 – 续上页


颜色	名称
	maroon2
	maroon3
	maroon4
	VioletRed1
	VioletRed2
	VioletRed3
	VioletRed4
	magenta1
	magenta2
	magenta3
	magenta4
	orchid1
	orchid2
	orchid3
	orchid4
	plum1
	plum2
	plum3
	plum4
	MediumOrchid1
	MediumOrchid2
	MediumOrchid3
	MediumOrchid4
下页继续	

表 11.1 – 续上页






颜色	名称
	DarkOrchid1
	DarkOrchid2
	DarkOrchid3
	DarkOrchid4
	purple1
	purple2
	purple3
	purple4
	MediumPurple1
	MediumPurple2
	MediumPurple3
	MediumPurple4
	thistle1
	thistle2
	thistle3
	thistle4
	gray0
	grey0
	gray1
	grey1
	gray2
	grey2
	gray3
下页继续	

表 11.1 – 续上页












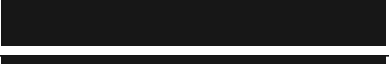











颜色	名称
	grey3
	gray4
	grey4
	gray5
	grey5
	gray6
	grey6
	gray7
	grey7
	gray8
	grey8
	gray9
	grey9
	gray10
	grey10
	gray11
	grey11
	gray12
	grey12
	gray13
	grey13
	gray14
	grey14
下页继续	

表 11.1 – 续上页






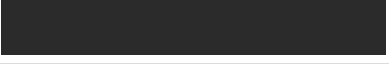

















颜色	名称
	gray15
	grey15
	gray16
	grey16
	gray17
	grey17
	gray18
	grey18
	gray19
	grey19
	gray20
	grey20
	gray21
	grey21
	gray22
	grey22
	gray23
	grey23
	gray24
	grey24
	gray25
	grey25
	gray26
下页继续	

表 11.1 – 续上页
























颜色	名称
	grey26
	gray27
	grey27
	gray28
	grey28
	gray29
	grey29
	gray30
	grey30
	gray31
	grey31
	gray32
	grey32
	gray33
	grey33
	gray34
	grey34
	gray35
	grey35
	gray36
	grey36
	gray37
	grey37
下页继续	

表 11.1 – 续上页
























颜色	名称
	gray38
	grey38
	gray39
	grey39
	gray40
	grey40
	gray41
	grey41
	gray42
	grey42
	gray43
	grey43
	gray44
	grey44
	gray45
	grey45
	gray46
	grey46
	gray47
	grey47
	gray48
	grey48
	gray49
下页继续	

表 11.1 – 续上页
























颜色	名称
	grey49
	gray50
	grey50
	gray51
	grey51
	gray52
	grey52
	gray53
	grey53
	gray54
	grey54
	gray55
	grey55
	gray56
	grey56
	gray57
	grey57
	gray58
	grey58
	gray59
	grey59
	gray60
	grey60
下页继续	

表 11.1 – 续上页
























颜色	名称
	gray61
	grey61
	gray62
	grey62
	gray63
	grey63
	gray64
	grey64
	gray65
	grey65
	gray66
	grey66
	gray67
	grey67
	gray68
	grey68
	gray69
	grey69
	gray70
	grey70
	gray71
	grey71
	gray72
下页继续	

表 11.1 – 续上页
























颜色	名称
	grey72
	gray73
	grey73
	gray74
	grey74
	gray75
	grey75
	gray76
	grey76
	gray77
	grey77
	gray78
	grey78
	gray79
	grey79
	gray80
	grey80
	gray81
	grey81
	gray82
	grey82
	gray83
	grey83
下页继续	

表 11.1 – 续上页


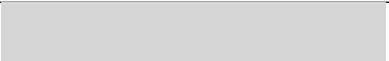



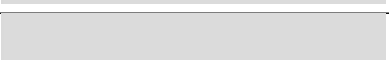
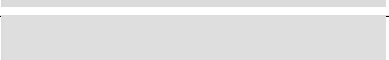
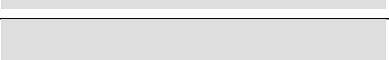
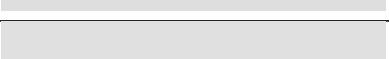
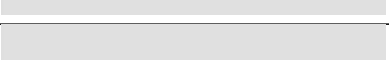
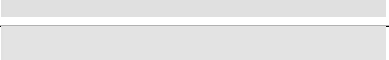
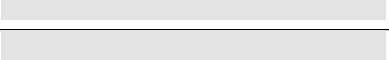
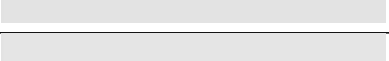
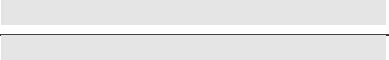
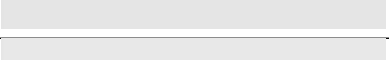
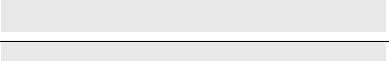



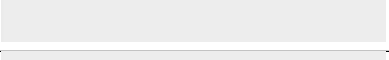


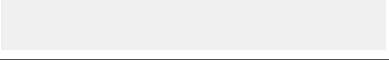
颜色	名称
	gray84
	grey84
	gray85
	grey85
	gray86
	grey86
	gray87
	grey87
	gray88
	grey88
	gray89
	grey89
	gray90
	grey90
	gray91
	grey91
	gray92
	grey92
	gray93
	grey93
	gray94
	grey94
	gray95
下页继续	

表 11.1 – 续上页

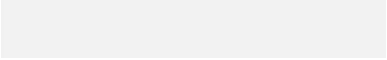





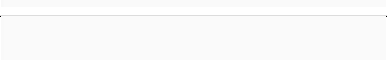
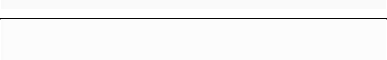
















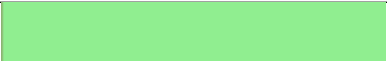
颜色	名称
	grey95
	gray96
	grey96
	gray97
	grey97
	gray98
	grey98
	gray99
	grey99
	gray100
	grey100
	dark grey
	DarkGrey
	dark gray
	DarkGray
	dark blue
	DarkBlue
	dark cyan
	DarkCyan
	dark magenta
	DarkMagenta
	dark red
	DarkRed
下页继续	

表 11.1 – 续上页

颜色	名称
	light green
	LightGreen

Part V

扩展

Symbols

- Q 命令行选项, 4
- V 命令行选项, 5
- h 命令行选项, 3
- n 命令行选项, 3
- x 命令行选项, 4

A

- Angle_projection_limits 命令行选项, 40

C

- cnCellFillEdgeColor 命令行选项, 15
- cnCellFillMissingValEdgeColor 命令行选项, 15
- cnConpackParams 命令行选项, 15
- cnConstFEnableFill 命令行选项, 15
- cnConstFLabelAngleF 命令行选项, 15
- cnConstFLabelBackgroundColor 命令行选项, 15
- cnConstFLabelConstantSpacingF 命令行选项, 15
- cnConstFLabelFont 命令行选项, 15
- cnConstFLabelFontAspectF 命令行选项, 15
- cnConstFLabelFontColor 命令行选项, 16
- cnConstFLabelFontHeightF 命令行选项, 16
- cnConstFLabelFontQuality 命令行选项, 16
- cnConstFLabelFontThicknessF 命令行选项, 16
- cnConstFLabelFormat 命令行选项, 16
- cnConstFLabelFuncCode 命令行选项, 16
- cnConstFLabelJust 命令行选项, 16
- cnConstFLabelOn 命令行选项, 16
- cnConstFLabelOrthogonalPosF 命令行选项, 16
- cnConstFLabelParallelPosF 命令行选项, 16
- cnConstFLabelPerimColor 命令行选项, 16
- cnConstFLabelPerimOn 命令行选项, 16
- cnConstFLabelPerimSpaceF 命令行选项, 16
- cnConstFLabelPerimThicknessF 命令行选项, 16
- cnConstFLabelSide 命令行选项, 16
- cnConstFLabelString 命令行选项, 16
- cnConstFLabelTextDirection 命令行选项, 16
- cnConstFLabelZone 命令行选项, 16
- cnConstFUseInfoLabelRes 命令行选项, 16
- cnExplicitLabelBarLabelsOn 命令行选项, 16
- cnExplicitLegendLabelsOn 命令行选项, 16
- cnExplicitLineLabelsOn 命令行选项, 16

cnFillBackgroundColor	cnHighLabelFontColor
命令行选项, 16	命令行选项, 17
cnFillColor	cnHighLabelFontHeightF
命令行选项, 16	命令行选项, 17
cnFillColors	cnHighLabelFontQuality
命令行选项, 17	命令行选项, 17
cnFillDotSizeF	cnHighLabelFontThicknessF
命令行选项, 17	命令行选项, 17
cnFillDrawOrder	cnHighLabelFormat
命令行选项, 17	命令行选项, 17
cnFillMode	cnHighLabelFuncCode
命令行选项, 17	命令行选项, 17
cnFillOn	cnHighLabelPerimColor
命令行选项, 17	命令行选项, 17
cnFillOpacityF	cnHighLabelPerimOn
命令行选项, 17	命令行选项, 17
cnFillPalette	cnHighLabelPerimSpaceF
命令行选项, 17	命令行选项, 17
cnFillPattern	cnHighLabelPerimThicknessF
命令行选项, 17	命令行选项, 17
cnFillPatterns	cnHighLabelsOn
命令行选项, 17	命令行选项, 18
cnFillScaleF	cnHighLabelString
命令行选项, 17	命令行选项, 17
cnFillScales	cnHighLowLabelOverlapMode
命令行选项, 17	命令行选项, 18
cnFixFillBleed	cnHighUseLineLabelRes
命令行选项, 17	命令行选项, 18
cnGridBoundFillColor	cnInfoLabelAngleF
命令行选项, 17	命令行选项, 18
cnGridBoundFillPattern	cnInfoLabelBackgroundColor
命令行选项, 17	命令行选项, 18
cnGridBoundFillScaleF	cnInfoLabelConstantSpacingF
命令行选项, 17	命令行选项, 18
cnGridBoundPerimColor	cnInfoLabelFont
命令行选项, 17	命令行选项, 18
cnGridBoundPerimDashPattern	cnInfoLabelFontAspectF
命令行选项, 17	命令行选项, 18
cnGridBoundPerimOn	cnInfoLabelFontColor
命令行选项, 17	命令行选项, 18
cnGridBoundPerimThicknessF	cnInfoLabelFontHeightF
命令行选项, 17	命令行选项, 18
cnHighLabelAngleF	cnInfoLabelFontQuality
命令行选项, 17	命令行选项, 18
cnHighLabelBackgroundColor	cnInfoLabelFontThicknessF
命令行选项, 17	命令行选项, 18
cnHighLabelConstantSpacingF	cnInfoLabelFormat
命令行选项, 17	命令行选项, 18
cnHighLabelCount	cnInfoLabelFuncCode
命令行选项, 17	命令行选项, 18
cnHighLabelFont	cnInfoLabelJust
命令行选项, 17	命令行选项, 18
cnHighLabelFontAspectF	cnInfoLabelOn
命令行选项, 17	命令行选项, 18

- cnInfoLabelOrthogonalPosF
 命令行选项, 18
- cnInfoLabelParallelPosF
 命令行选项, 18
- cnInfoLabelPerimColor
 命令行选项, 18
- cnInfoLabelPerimOn
 命令行选项, 18
- cnInfoLabelPerimSpaceF
 命令行选项, 18
- cnInfoLabelPerimThicknessF
 命令行选项, 18
- cnInfoLabelSide
 命令行选项, 18
- cnInfoLabelString
 命令行选项, 18
- cnInfoLabelTextDirection
 命令行选项, 18
- cnInfoLabelZone
 命令行选项, 18
- cnLabelBarEndLabelsOn
 命令行选项, 18
- cnLabelBarEndStyle
 命令行选项, 18
- cnLabelDrawOrder
 命令行选项, 18
- cnLabelMasking
 命令行选项, 18
- cnLabelScaleFactorF
 命令行选项, 18
- cnLabelScaleValueF
 命令行选项, 18
- cnLabelScalingMode
 命令行选项, 18
- cnLegendLevelFlags
 命令行选项, 18
- cnLevelCount
 命令行选项, 18
- cnLevelFlag
 命令行选项, 18
- cnLevelFlags
 命令行选项, 19
- cnLevels
 命令行选项, 20
- cnLevelSelectionMode 等值线阶选择模式
 命令行选项, 19
- cnLevelSpacingF
 命令行选项, 20
- cnLineColor
 命令行选项, 20
- cnLineColors
 命令行选项, 20
- cnLineDashPattern
 命令行选项, 20
- cnLineDashPatterns
 命令行选项, 20
- cnLineDashSegLenF
 命令行选项, 20
- cnLineDrawOrder
 命令行选项, 20
- cnLineLabelAngleF
 命令行选项, 21
- cnLineLabelBackgroundColor
 命令行选项, 21
- cnLineLabelConstantSpacingF
 命令行选项, 21
- cnLineLabelCount
 命令行选项, 21
- cnLineLabelDensityF
 命令行选项, 21
- cnLineLabelFont
 命令行选项, 21
- cnLineLabelFontAspectF
 命令行选项, 21
- cnLineLabelFontColor
 命令行选项, 21
- cnLineLabelFontColors
 命令行选项, 21
- cnLineLabelFontHeightF
 命令行选项, 21
- cnLineLabelFontQuality
 命令行选项, 21
- cnLineLabelFontThicknessF
 命令行选项, 21
- cnLineLabelFormat
 命令行选项, 21
- cnLineLabelFuncCode
 命令行选项, 21
- cnLineLabelInterval
 命令行选项, 21
- cnLineLabelPerimColor
 命令行选项, 21
- cnLineLabelPerimOn
 命令行选项, 21
- cnLineLabelPerimSpaceF
 命令行选项, 21
- cnLineLabelPerimThicknessF
 命令行选项, 21
- cnLineLabelPlacementMode
 命令行选项, 21
- cnLineLabelsOn
 命令行选项, 21
- cnLineLabelStrings
 命令行选项, 21
- cnLinePalette
 命令行选项, 21
- cnLinesOn
 命令行选项, 21

<code>cnLineThickneses</code>	<code>cnMissingValFillPattern</code>
命令行选项, 21	命令行选项, 22
<code>cnLineThicknessF</code>	<code>cnMissingValFillScaleF</code>
命令行选项, 21	命令行选项, 22
<code>cnLowLabelAngleF</code>	<code>cnMissingValPerimColor</code>
命令行选项, 21	命令行选项, 22
<code>cnLowLabelBackgroundColor</code>	<code>cnMissingValPerimDashPattern</code>
命令行选项, 21	命令行选项, 22
<code>cnLowLabelConstantSpacingF</code>	<code>cnMissingValPerimGridBoundOn</code>
命令行选项, 21	命令行选项, 22
<code>cnLowLabelCount</code>	<code>cnMissingValPerimOn</code>
命令行选项, 21	命令行选项, 22
<code>cnLowLabelFont</code>	<code>cnMissingValPerimThicknessF</code>
命令行选项, 21	命令行选项, 22
<code>cnLowLabelFontAspectF</code>	<code>cnMonoFillColor</code>
命令行选项, 21	命令行选项, 22
<code>cnLowLabelFontColor</code>	<code>cnMonoFillPattern</code>
命令行选项, 21	命令行选项, 22
<code>cnLowLabelFontHeightF</code>	<code>cnMonoFillScale</code>
命令行选项, 21	命令行选项, 22
<code>cnLowLabelFontQuality</code>	<code>cnMonoLevelFlag</code>
命令行选项, 21	命令行选项, 22
<code>cnLowLabelFontThicknessF</code>	<code>cnMonoLineColor</code>
命令行选项, 21	命令行选项, 22
<code>cnLowLabelFormat</code>	<code>cnMonoLineDashPattern</code>
命令行选项, 22	命令行选项, 22
<code>cnLowLabelFuncCode</code>	<code>cnMonoLineLabelFontColor</code>
命令行选项, 22	命令行选项, 22
<code>cnLowLabelPerimColor</code>	<code>cnMonoLineThickness</code>
命令行选项, 22	命令行选项, 22
<code>cnLowLabelPerimOn</code>	<code>cnNoDataLabelOn</code>
命令行选项, 22	命令行选项, 22
<code>cnLowLabelPerimSpaceF</code>	<code>cnNoDataLabelString</code>
命令行选项, 22	命令行选项, 22
<code>cnLowLabelPerimThicknessF</code>	<code>cnOutOfRangeFillColor</code>
命令行选项, 22	命令行选项, 22
<code>cnLowLabelsOn</code>	<code>cnOutOfRangeFillPattern</code>
命令行选项, 22	命令行选项, 22
<code>cnLowLabelString</code>	<code>cnOutOfRangeFillScaleF</code>
命令行选项, 22	命令行选项, 23
<code>cnLowUseHighLabelRes</code>	<code>cnOutOfRangePerimColor</code>
命令行选项, 22	命令行选项, 23
<code>cnMaxDataValueFormat</code>	<code>cnOutOfRangePerimDashPattern</code>
命令行选项, 22	命令行选项, 23
<code>cnMaxLevelCount</code>	<code>cnOutOfRangePerimOn</code>
命令行选项, 22	命令行选项, 23
<code>cnMaxLevelValF</code>	<code>cnOutOfRangePerimThicknessF</code>
命令行选项, 22	命令行选项, 23
<code>cnMaxPointDistanceF</code>	<code>cnRasterCellSizeF</code>
命令行选项, 22	命令行选项, 23
<code>cnMinLevelValF</code>	<code>cnRasterMinCellSizeF</code>
命令行选项, 22	命令行选项, 23
<code>cnMissingValFillColor</code>	<code>cnRasterModeOn</code>
命令行选项, 22	命令行选项, 23

cnRasterSampleFactorF
 命令行选项, 23

cnRasterSmoothingOn
 命令行选项, 23

cnScalarFieldData
 命令行选项, 23

cnSmoothingDistanceF
 命令行选项, 23

cnSmoothingOn
 命令行选项, 23

cnSmoothingTensionF
 命令行选项, 23

cnSpanFillPalette
 命令行选项, 23

cnSpanLinePalette
 命令行选项, 23

L

lbAutoManage
 命令行选项, 25

lbBottomMarginF
 命令行选项, 25

lbBoxCount
 命令行选项, 25

lbBoxEndCapStyle
 命令行选项, 25

lbBoxFractions
 命令行选项, 26

lbBoxLineColor
 命令行选项, 26

lbBoxLineDashPattern
 命令行选项, 26

lbBoxLineDashSegLenF
 命令行选项, 26

lbBoxLinesOn
 命令行选项, 26

lbBoxLineThicknessF
 命令行选项, 26

lbBoxMajorExtentF
 命令行选项, 26

lbBoxMinorExtentF
 命令行选项, 26

lbBoxSeparatorLinesOn
 命令行选项, 26

lbBoxSizing
 命令行选项, 27

lbFillBackground
 命令行选项, 27

lbFillColor
 命令行选项, 27

lbFillColors
 命令行选项, 27

lbFillDotSizeF
 命令行选项, 27

lbFillLineThicknessF
 命令行选项, 27

lbFillPattern
 命令行选项, 27

lbFillPatterns
 命令行选项, 27

lbFillScaleF
 命令行选项, 28

lbFillScales
 命令行选项, 28

lbJustification
 命令行选项, 28

lbLabelAlignment
 命令行选项, 28

lbLabelAngleF
 命令行选项, 28

lbLabelAutoStride
 命令行选项, 28

lbLabelBarOn
 命令行选项, 29

lbLabelConstantSpacingF
 命令行选项, 29

lbLabelDirection
 命令行选项, 29

lbLabelFont
 命令行选项, 29

lbLabelFontAspectF
 命令行选项, 29

lbLabelFontColor
 命令行选项, 29

lbLabelFontHeightF
 命令行选项, 29

lbLabelFontQuality
 命令行选项, 29

lbLabelFontThicknessF
 命令行选项, 29

lbLabelFuncCode
 命令行选项, 30

lbLabelJust
 命令行选项, 30

lbLabelOffsetF
 命令行选项, 30

lbLabelPosition
 命令行选项, 30

lbLabelsOn
 命令行选项, 30

lbLabelStride
 命令行选项, 30

lbLabelStrings
 命令行选项, 30

lbLeftMarginF
 命令行选项, 30

lbMaxLabelLenF
 命令行选项, 30

lbMinLabelSpacingF
 命令行选项, 31

lbMonoFillColor
 命令行选项, 31

lbMonoFillPattern
 命令行选项, 31

lbMonoFillScale
 命令行选项, 31

lbOrientation
 命令行选项, 31

lbPerimColor
 命令行选项, 31

lbPerimDashPattern
 命令行选项, 31

lbPerimDashSegLenF
 命令行选项, 31

lbPerimFill
 命令行选项, 31

lbPerimFillColor
 命令行选项, 31

lbPerimOn
 命令行选项, 32

lbPerimThicknessF
 命令行选项, 32

lbRasterFillOn
 命令行选项, 32

lbRightMarginF
 命令行选项, 32

lbTitleAngleF
 命令行选项, 32

lbTitleConstantSpacingF
 命令行选项, 32

lbTitleDirection
 命令行选项, 32

lbTitleExtentF
 命令行选项, 32

lbTitleFont
 命令行选项, 33

lbTitleFontAspectF
 命令行选项, 33

lbTitleFontColor
 命令行选项, 33

lbTitleFontHeightF
 命令行选项, 33

lbTitleFontQuality
 命令行选项, 33

lbTitleFontThicknessF
 命令行选项, 33

lbTitleFuncCode
 命令行选项, 33

lbTitleJust
 命令行选项, 33

lbTitleOffsetF
 命令行选项, 33

lbTitleOn
 命令行选项, 33

lbTitlePosition
 命令行选项, 34

lbTitleString
 命令行选项, 34

lbTopMarginF
 命令行选项, 34

M

mpAreaGroupCount(MapPlot)
 命令行选项, 35

mpAreaMaskingOn(MapPlot)
 命令行选项, 35

mpAreaMaskingOn_MapPlot
 命令行选项, 35

mpAreaNames
 命令行选项, 35

mpAreaNames_MapPlot
 命令行选项, 35

mpAreaTypes
 命令行选项, 35

mpAreaTypes_MapPlot
 命令行选项, 35

mpBottomAngleF
 命令行选项, 35

mpBottomAngleF_MapTransformation
 命令行选项, 35

mpBottomMapPosF
 命令行选项, 35

mpBottomMapPosF_MapTransformation
 命令行选项, 35

mpBottomNDCF
 命令行选项, 35

mpBottomNDCF_MapTransformation
 命令行选项, 35

mpBottomNPCF
 命令行选项, 35

mpBottomNPCF_MapTransformation
 命令行选项, 35

mpBottomPointLatF
 命令行选项, 35

mpBottomPointLatF_MapTransformation
 命令行选项, 35

mpBottomPointLonF
 命令行选项, 36

mpBottomPointLonF_MapTransformation
 命令行选项, 36

mpBottomWindowF
 命令行选项, 36

mpBottomWindowF_MapTransformation
 命令行选项, 36

mpCenterLatF
 命令行选项, 36

- mpCenterLatF_MapTransformation
 命令行选项, 36
- mpCenterLonF
 命令行选项, 36
- mpCenterLonF_MapTransformation
 命令行选项, 36
- mpCenterRotF
 命令行选项, 36
- mpCenterRotF_MapTransformation
 命令行选项, 36
- mpCountyLineColor
 命令行选项, 36
- mpCountyLineColor_MapPlot
 命令行选项, 36
- mpCountyLineDashPattern
 命令行选项, 36
- mpCountyLineDashPattern_MapPlot
 命令行选项, 36
- mpCountyLineDashSegLenF
 命令行选项, 36
- mpCountyLineDashSegLenF_MapPlot
 命令行选项, 36
- mpCountyLineThicknessF
 命令行选项, 36
- mpCountyLineThicknessF_MapPlot
 命令行选项, 36
- mpDataBaseVersion
 命令行选项, 36
- mpDataBaseVersion_MapPlot
 命令行选项, 36
- mpDataResolution
 命令行选项, 36
- mpDataResolution_MapPlot
 命令行选项, 36
- mpDataSetName
 命令行选项, 36
- mpDataSetName_MapPlot
 命令行选项, 36
- mpDefaultFillColor
 命令行选项, 36
- mpDefaultFillColor_MapPlot
 命令行选项, 36
- mpDefaultFillPattern
 命令行选项, 36
- mpDefaultFillPattern_MapPlot
 命令行选项, 36
- mpDefaultFillScaleF
 命令行选项, 36
- mpDefaultFillScaleF_MapPlot
 命令行选项, 36
- mpDynamicAreaGroups
 命令行选项, 36
- mpDynamicAreaGroups_MapPlot
 命令行选项, 36
- mpEllipticalBoundary
 命令行选项, 36
- mpEllipticalBoundary_MapTransformation
 命令行选项, 36
- mpFillAreaSpecifiers
 命令行选项, 36
- mpFillAreaSpecifiers_MapPlot
 命令行选项, 37
- mpFillBoundarySets
 命令行选项, 37
- mpFillBoundarySets_MapPlot
 命令行选项, 37
- mpFillColor
 命令行选项, 37
- mpFillColor_MapPlot
 命令行选项, 37
- mpFillColors
 命令行选项, 37
- mpFillColors-default
 命令行选项, 37
- mpFillColors_MapPlot
 命令行选项, 37
- mpFillDotSizeF
 命令行选项, 37
- mpFillDotSizeF_MapPlot
 命令行选项, 37
- mpFillDrawOrder
 命令行选项, 37
- mpFillDrawOrder_MapPlot
 命令行选项, 37
- mpFillOn
 命令行选项, 37
- mpFillOn_MapPlot
 命令行选项, 37
- mpFillPattern
 命令行选项, 37
- mpFillPattern_MapPlot
 命令行选项, 37
- mpFillPatternBackground
 命令行选项, 37
- mpFillPatternBackground_MapPlot
 命令行选项, 37
- mpFillPatterns
 命令行选项, 37
- mpFillPatterns-default
 命令行选项, 37
- mpFillPatterns_MapPlot
 命令行选项, 37
- mpFillScaleF
 命令行选项, 37
- mpFillScaleF_MapPlot
 命令行选项, 37
- mpFillScales
 命令行选项, 37

mpFillScales-default
 命令行选项, 37

mpFillScales_MapPlot
 命令行选项, 37

mpFixedAreaGroups
 命令行选项, 37

mpFixedAreaGroups_MapPlot
 命令行选项, 37

mpGeophysicalLineColor
 命令行选项, 37

mpGeophysicalLineColor_MapPlot
 命令行选项, 37

mpGeophysicalLineDashPattern
 命令行选项, 37

mpGeophysicalLineDashPattern_MapPlot
 命令行选项, 37

mpGeophysicalLineDashSegLenF
 命令行选项, 37

mpGeophysicalLineDashSegLenF_MapPlot
 命令行选项, 37

mpGeophysicalLineThicknessF
 命令行选项, 37

mpGeophysicalLineThicknessF_MapPlot
 命令行选项, 37

mpGreatCircleLinesOn
 命令行选项, 38

mpGreatCircleLinesOn_MapTransformation
 命令行选项, 38

mpGridAndLimbDrawOrder
 命令行选项, 38

mpGridAndLimbDrawOrder_MapPlot
 命令行选项, 38

mpGridAndLimbOn
 命令行选项, 38

mpGridAndLimbOn_MapPlot
 命令行选项, 38

mpGridLatSpacingF
 命令行选项, 38

mpGridLatSpacingF_MapPlot
 命令行选项, 38

mpGridLineColor
 命令行选项, 38

mpGridLineColor_MapPlot
 命令行选项, 38

mpGridLineDashPattern
 命令行选项, 38

mpGridLineDashPattern_MapPlot
 命令行选项, 38

mpGridLineDashSegLenF
 命令行选项, 38

mpGridLineDashSegLenF_MapPlot
 命令行选项, 38

mpGridLineThicknessF
 命令行选项, 38

mpGridLineThicknessF_MapPlot
 命令行选项, 38

mpGridLonSpacingF
 命令行选项, 38

mpGridLonSpacingF_MapPlot
 命令行选项, 38

mpGridMaskMode
 命令行选项, 38

mpGridMaskMode_MapPlot
 命令行选项, 38

mpGridMaxLatF
 命令行选项, 38

mpGridMaxLatF_MapPlot
 命令行选项, 38

mpGridPolarLonSpacingF
 命令行选项, 38

mpGridPolarLonSpacingF_MapPlot
 命令行选项, 38

mpGridSpacingF
 命令行选项, 38

mpGridSpacingF_MapPlot
 命令行选项, 38

mpInlandWaterFillColor
 命令行选项, 38

mpInlandWaterFillColor_MapPlot
 命令行选项, 38

mpInlandWaterFillPattern
 命令行选项, 38

mpInlandWaterFillPattern_MapPlot
 命令行选项, 38

mpInlandWaterFillScaleF
 命令行选项, 38

mpInlandWaterFillScaleF_MapPlot
 命令行选项, 38

mpLabelDrawOrder
 命令行选项, 38

mpLabelDrawOrder_MapPlot
 命令行选项, 38

mpLabelFontColor
 命令行选项, 38

mpLabelFontColor_MapPlot
 命令行选项, 38

mpLabelFontHeightF
 命令行选项, 39

mpLabelFontHeightF_MapPlot
 命令行选项, 39

mpLabelsOn
 命令行选项, 39

mpLabelsOn_MapPlot
 命令行选项, 39

mpLambertMeridianF
 命令行选项, 39

mpLambertMeridianF_MapTransformation
 命令行选项, 39

mpLambertParallel1F
 命令行选项, 39
 mpLambertParallel1F_MapTransformation
 命令行选项, 39
 mpLambertParallel2F
 命令行选项, 39
 mpLambertParallel2F_MapTransformation
 命令行选项, 39
 mpLandFillColor
 命令行选项, 39
 mpLandFillColor_MapPlot
 命令行选项, 39
 mpLandFillPattern
 命令行选项, 39
 mpLandFillPattern_MapPlot
 命令行选项, 39
 mpLandFillScaleF
 命令行选项, 39
 mpLandFillScaleF_MapPlot
 命令行选项, 39
 mpLeftAngleF
 命令行选项, 39
 mpLeftAngleF_MapTransformation
 命令行选项, 39
 mpLeftCornerLatF
 命令行选项, 39
 mpLeftCornerLatF_MapTransformation
 命令行选项, 39
 mpLeftCornerLonF
 命令行选项, 39
 mpLeftCornerLonF_MapTransformation
 命令行选项, 39
 mpLeftMapPosF
 命令行选项, 39
 mpLeftMapPosF_MapTransformation
 命令行选项, 39
 mpLeftNDCF
 命令行选项, 39
 mpLeftNDCF_MapTransformation
 命令行选项, 39
 mpLeftNPCF
 命令行选项, 39
 mpLeftNPCF_MapTransformation
 命令行选项, 39
 mpLeftPointLatF
 命令行选项, 39
 mpLeftPointLatF_MapTransformation
 命令行选项, 39
 mpLeftPointLonF
 命令行选项, 39
 mpLeftPointLonF_MapTransformation
 命令行选项, 39
 mpLeftWindowF
 命令行选项, 39
 mpLeftWindowF_MapTransformation
 命令行选项, 39
 mpLimbLineColor
 命令行选项, 39
 mpLimbLineColor_MapPlot
 命令行选项, 39
 mpLimbLineDashPattern
 命令行选项, 40
 mpLimbLineDashPattern_MapPlot
 命令行选项, 40
 mpLimbLineDashSegLenF
 命令行选项, 40
 mpLimbLineDashSegLenF_MapPlot
 命令行选项, 40
 mpLimbLineThicknessF
 命令行选项, 40
 mpLimbLineThicknessF_MapPlot
 命令行选项, 40
 mpLimitMode
 命令行选项, 40
 mpLimitMode_MapTransformation
 命令行选项, 40
 mpMaskAreaSpecifiers
 命令行选项, 40
 mpMaskAreaSpecifiers_MapPlot
 命令行选项, 40
 mpMaskOutlineSpecifiers
 命令行选项, 40
 mpMaskOutlineSpecifiers_MapPlot
 命令行选项, 40
 mpMaxLatF
 命令行选项, 40
 mpMaxLatF_MapTransformation
 命令行选项, 40
 mpMaxLonF
 命令行选项, 40
 mpMaxLonF_MapTransformation
 命令行选项, 40
 mpMinLatF
 命令行选项, 40
 mpMinLatF_MapTransformation
 命令行选项, 40
 mpMinLonF
 命令行选项, 40
 mpMinLonF_MapTransformation
 命令行选项, 40
 mpMonoFillColor
 命令行选项, 40
 mpMonoFillColor_MapPlot
 命令行选项, 40
 mpMonoFillPattern
 命令行选项, 40
 mpMonoFillPattern_MapPlot
 命令行选项, 40

mpMonoFillScale
 命令行选项, 40

mpMonoFillScale_MapPlot
 命令行选项, 40

mpNationalLineColor
 命令行选项, 40

mpNationalLineColor_MapPlot
 命令行选项, 40

mpNationalLineDashPattern
 命令行选项, 40

mpNationalLineDashPattern_MapPlot
 命令行选项, 40

mpNationalLineDashSegLenF_MapPlot
 命令行选项, 40

mpNationalLineThicknessF
 命令行选项, 40

mpNationalLineThicknessF_MapPlot
 命令行选项, 40

mpOceanFillColor
 命令行选项, 40

mpOceanFillColor_MapPlot
 命令行选项, 40

mpOceanFillPattern
 命令行选项, 41

mpOceanFillPattern_MapPlot
 命令行选项, 41

mpOceanFillScaleF
 命令行选项, 41

mpOceanFillScaleF_MapPlot
 命令行选项, 41

mpOutlineBoundarySets
 命令行选项, 41

mpOutlineBoundarySets_MapPlot
 命令行选项, 41

mpOutlineDrawOrder
 命令行选项, 41

mpOutlineDrawOrder_MapPlot
 命令行选项, 41

mpOutlineMaskingOn
 命令行选项, 41

mpOutlineMaskingOn_MapPlot
 命令行选项, 41

mpOutlineOn
 命令行选项, 41

mpOutlineOn_MapPlot
 命令行选项, 41

mpOutlineSpecifiers
 命令行选项, 41

mpOutlineSpecifiers_MapPlot
 命令行选项, 41

mpPerimDrawOrder
 命令行选项, 41

mpPerimDrawOrder_MapPlot
 命令行选项, 41

mpPerimLineColor
 命令行选项, 41

mpPerimLineColor_MapPlot
 命令行选项, 41

mpPerimLineDashPattern
 命令行选项, 41

mpPerimLineDashPattern_MapPlot
 命令行选项, 41

mpPerimLineDashSegLenF
 命令行选项, 41

mpPerimLineDashSegLenF_MapPlot
 命令行选项, 41

mpPerimLineThicknessF
 命令行选项, 41

mpPerimLineThicknessF_MapPlot
 命令行选项, 41

mpPerimOn
 命令行选项, 41

mpPerimOn_MapPlot
 命令行选项, 41

mpPolyMode
 命令行选项, 41

mpPolyMode_MapTransformation
 命令行选项, 41

mpProjection
 命令行选项, 41

mpProjection_MapTransformation
 命令行选项, 42

mpProvincialLineColor
 命令行选项, 42

mpProvincialLineColor_MapPlot
 命令行选项, 42

mpProvincialLineDashPattern
 命令行选项, 42

mpProvincialLineDashPattern_MapPlot
 命令行选项, 42

mpProvincialLineDashSegLenF
 命令行选项, 42

mpProvincialLineDashSegLenF_MapPlot
 命令行选项, 42

mpProvincialLineThicknessF
 命令行选项, 42

mpProvincialLineThicknessF_MapPlot
 命令行选项, 42

mpRelativeCenterLat
 命令行选项, 42

mpRelativeCenterLat_MapTransformation
 命令行选项, 42

mpRelativeCenterLon
 命令行选项, 42

mpRelativeCenterLon_MapTransformation
 命令行选项, 42

mpRightAngleF
 命令行选项, 42

mpRightAngleF_MapTransformation	mpSpecifiedFillDirectIndexing
命令行选项, 42	命令行选项, 43
mpRightCornerLatF	mpSpecifiedFillDirectIndexing_MapPlot
命令行选项, 42	命令行选项, 43
mpRightCornerLatF_MapTransformation	mpSpecifiedFillPatterns
命令行选项, 42	命令行选项, 43
mpRightCornerLonF	mpSpecifiedFillPatterns_MapPlot
命令行选项, 42	命令行选项, 43
mpRightCornerLonF_MapTransformation	mpSpecifiedFillPriority
命令行选项, 42	命令行选项, 43
mpRightMapPosF	mpSpecifiedFillPriority_MapPlot
命令行选项, 42	命令行选项, 43
mpRightMapPosF_MapTransformation	mpSpecifiedFillScales
命令行选项, 42	命令行选项, 43
mpRightNDCF	mpSpecifiedFillScales_MapPlot
命令行选项, 42	命令行选项, 43
mpRightNDCF_MapTransformation	mpTopAngleF
命令行选项, 42	命令行选项, 43
mpRightNPCF	mpTopAngleF_MapTransformation
命令行选项, 42	命令行选项, 43
mpRightNPCF_MapTransformation	mpTopMapPosF
命令行选项, 42	命令行选项, 43
mpRightPointLatF	mpTopMapPosF_MapTransformation
命令行选项, 43	命令行选项, 43
mpRightPointLatF_MapTransformation	mpTopNDCF
命令行选项, 43	命令行选项, 43
mpRightPointLonF	mpTopNDCF_MapTransformation
命令行选项, 43	命令行选项, 43
mpRightPointLonF_MapTransformation	mpTopNPCF
命令行选项, 43	命令行选项, 43
mpRightWindowF	mpTopNPCF_MapTransformation
命令行选项, 43	命令行选项, 43
mpRightWindowF_MapTransformation	mpTopPointLatF
命令行选项, 43	命令行选项, 43
mpSatelliteAngle1F	mpTopPointLatF_MapTransformation
命令行选项, 43	命令行选项, 43
mpSatelliteAngle1F_MapTransformation	mpTopPointLonF
命令行选项, 43	命令行选项, 43
mpSatelliteAngle2F	mpTopPointLonF_MapTransformation
命令行选项, 43	命令行选项, 43
mpSatelliteAngle2F_MapTransformation	mpTopWindowF
命令行选项, 43	命令行选项, 44
mpSatelliteDistF	mpTopWindowF_MapTransformation
命令行选项, 43	命令行选项, 44
mpSatelliteDistF_MapTransformation	mpUSStateLineColor
命令行选项, 43	命令行选项, 44
mpShapeMode	mpUSStateLineColor_MapPlot
命令行选项, 43	命令行选项, 44
mpShapeMode_MapPlot	mpUSStateLineDashPattern
命令行选项, 43	命令行选项, 44
mpSpecifiedFillColors	mpUSStateLineDashPattern_MapPlot
命令行选项, 43	命令行选项, 44
mpSpecifiedFillColors_MapPlot	mpUSStateLineDashSegLenF
命令行选项, 43	命令行选项, 44

mpUSStateLineDashSegLenF_MapPlot

命令行选项, 44

mpUSStateLineThicknessF

命令行选项, 44

mpUSStateLineThicknessF_MapPlot

命令行选项, 44

S

sfCopyData

命令行选项, 45

sfCopyData_MeshScalarField

命令行选项, 45

sfCopyData_ScalarField

命令行选项, 45

sfDataArray

命令行选项, 45

sfDataArray_MeshScalarField

命令行选项, 45

sfDataArray_ScalarField

命令行选项, 45

sfDataMaxV

命令行选项, 45

sfDataMaxV_MeshScalarField

命令行选项, 45

sfDataMaxV_ScalarField

命令行选项, 45

sfDataMinV

命令行选项, 45

sfDataMinV_MeshScalarField

命令行选项, 45

sfDataMinV_ScalarField

命令行选项, 45

sfElementNodes

命令行选项, 45

sfElementNodes_MeshScalarField

命令行选项, 45

sfExchangeDimensions

命令行选项, 45

sfExchangeDimensions_ScalarField

命令行选项, 45

sfFirstNodeIndex

命令行选项, 45

sfFirstNodeIndex_MeshScalarField

命令行选项, 45

sfMissingValueV

命令行选项, 45

sfMissingValueV_MeshScalarField

命令行选项, 45

sfMissingValueV_ScalarField

命令行选项, 45

sfXArray

命令行选项, 45

sfXArray_MeshScalarField

命令行选项, 45

sfXArray_ScalarField

命令行选项, 46

sfXCActualEndF

命令行选项, 46

sfXCActualEndF_MeshScalarField

命令行选项, 46

sfXCActualEndF_ScalarField

命令行选项, 46

sfXCActualStartF

命令行选项, 46

sfXCActualStartF_MeshScalarField

命令行选项, 46

sfXCActualStartF_ScalarField

命令行选项, 46

sfXCellBounds

命令行选项, 46

sfXCellBounds_MeshScalarField

命令行选项, 46

sfXCEndIndex

命令行选项, 46

sfXCEndIndex_ScalarField

命令行选项, 46

sfXCEndSubsetV

命令行选项, 46

sfXCEndSubsetV_ScalarField

命令行选项, 46

sfXCEndV

命令行选项, 46

sfXCEndV_ScalarField

命令行选项, 46

sfXCStartIndex

命令行选项, 46

sfXCStartIndex_ScalarField

命令行选项, 46

sfXCStartSubsetV

命令行选项, 46

sfXCStartSubsetV_ScalarField

命令行选项, 46

sfXCStartV

命令行选项, 46

sfXCStartV_ScalarField

命令行选项, 46

sfXCStride

命令行选项, 46

sfXCStride_ScalarField

命令行选项, 46

sfYArray

命令行选项, 46

sfYArray_MeshScalarField

命令行选项, 46

sfYArray_ScalarField

命令行选项, 46

sfYCActualEndF

命令行选项, 46

sfYCActualEndF_MeshScalarField
 命令行选项, 46
 sfYCActualEndF_ScalarField
 命令行选项, 46
 sfYCActualStartF
 命令行选项, 46
 sfYCActualStartF_MeshScalarField
 命令行选项, 46
 sfYCActualStartF_ScalarField
 命令行选项, 46
 sfYCellBounds
 命令行选项, 47
 sfYCellBounds_MeshScalarField
 命令行选项, 47
 sfYCEndIndex
 命令行选项, 46
 sfYCEndIndex_ScalarField
 命令行选项, 46
 sfYCEndSubsetV
 命令行选项, 46
 sfYCEndSubsetV_ScalarField
 命令行选项, 46
 sfYCEndV
 命令行选项, 47
 sfYCEndV_ScalarField
 命令行选项, 47
 sfYCStartIndex
 命令行选项, 47
 sfYCStartIndex_ScalarField
 命令行选项, 47
 sfYCStartSubsetV
 命令行选项, 47
 sfYCStartSubsetV_ScalarField
 命令行选项, 47
 sfYCStartV
 命令行选项, 47
 sfYCStartV_ScalarField
 命令行选项, 47
 sfYCStride
 命令行选项, 47
 sfYCStride_ScalarField
 命令行选项, 47

V

vcExplicitLabelBarLabelsOn
 命令行选项, 49
 vcFillArrowEdgeColor
 命令行选项, 49
 vcFillArrowEdgeThicknessF
 命令行选项, 49
 vcFillArrowFillColor
 命令行选项, 49
 vcFillArrowHeadInteriorXF
 命令行选项, 49
 vcFillArrowHeadMinFracXF
 命令行选项, 49
 vcFillArrowHeadMinFracYF
 命令行选项, 49
 vcFillArrowHeadXF
 命令行选项, 49
 vcFillArrowHeadYF
 命令行选项, 49
 vcFillArrowMinFracWidthF
 命令行选项, 49
 vcFillArrowsOn
 命令行选项, 49
 vcFillArrowWidthF
 命令行选项, 49
 vcFillOverEdge
 命令行选项, 49
 vcGlyphOpacityF
 命令行选项, 49
 vcGlyphStyle
 命令行选项, 49
 vcLabelBarEndLabelsOn
 命令行选项, 49
 vcLabelFontColor
 命令行选项, 49
 vcLabelFontHeightF
 命令行选项, 49
 vcLabelsOn
 命令行选项, 49
 vcLabelsUseVectorColor
 命令行选项, 49
 vcLevelColors
 命令行选项, 49
 vcLevelCount
 命令行选项, 49
 vcLevelPalette
 命令行选项, 49
 vcLevels
 命令行选项, 50
 vcLevelSelectionMode
 命令行选项, 50
 vcLevelSpacingF
 命令行选项, 50
 vcLineArrowColor
 命令行选项, 50
 vcLineArrowHeadMaxSizeF
 命令行选项, 50
 vcLineArrowHeadMinSizeF
 命令行选项, 50
 vcLineArrowThicknessF
 命令行选项, 50
 vcMagnitudeFormat
 命令行选项, 50
 vcMagnitudeScaleFactorF
 命令行选项, 50

vcMagnitudeScaleValueF	vcMinAnnoOrthogonalPosF
命令行选项, 50	命令行选项, 51
vcMagnitudeScalingMode	vcMinAnnoParallelPosF
命令行选项, 50	命令行选项, 51
vcMapDirection	vcMinAnnoPerimColor
命令行选项, 50	命令行选项, 51
vcMaxLevelCount	vcMinAnnoPerimOn
命令行选项, 50	命令行选项, 51
vcMaxLevelValF	vcMinAnnoPerimSpaceF
命令行选项, 50	命令行选项, 51
vcMaxMagnitudeF	vcMinAnnoPerimThicknessF
命令行选项, 50	命令行选项, 51
vcMinAnnoAngleF	vcMinAnnoSide
命令行选项, 50	命令行选项, 51
vcMinAnnoArrowAngleF	vcMinAnnoString1
命令行选项, 50	命令行选项, 51
vcMinAnnoArrowEdgeColor	vcMinAnnoString1On
命令行选项, 50	命令行选项, 51
vcMinAnnoArrowFillColor	vcMinAnnoString2
命令行选项, 50	命令行选项, 51
vcMinAnnoArrowLineColor	vcMinAnnoString2On
命令行选项, 50	命令行选项, 51
vcMinAnnoArrowMinOffsetF	vcMinAnnoTextDirection
命令行选项, 50	命令行选项, 51
vcMinAnnoArrowSpaceF	vcMinAnnoZone
命令行选项, 50	命令行选项, 51
vcMinAnnoArrowUseVecColor	vcMinDistanceF
命令行选项, 50	命令行选项, 51
vcMinAnnoBackgroundColor	vcMinFracLengthF
命令行选项, 50	命令行选项, 51
vcMinAnnoConstantSpacingF	vcMinLevelValF
命令行选项, 50	命令行选项, 51
vcMinAnnoExplicitMagnitudeF	vcMinMagnitudeF
命令行选项, 50	命令行选项, 51
vcMinAnnoFont	vcMonoFillArrowEdgeColor
命令行选项, 50	命令行选项, 51
vcMinAnnoFontAspectF	vcMonoFillArrowFillColor
命令行选项, 50	命令行选项, 51
vcMinAnnoFontColor	vcMonoLineArrowColor
命令行选项, 50	命令行选项, 51
vcMinAnnoFontHeightF	vcMonoWindBarbColor
命令行选项, 50	命令行选项, 51
vcMinAnnoFontQuality	vcNoDataLabelOn
命令行选项, 50	命令行选项, 51
vcMinAnnoFontThicknessF	vcNoDataLabelString
命令行选项, 50	命令行选项, 51
vcMinAnnoFuncCode	vcPositionMode
命令行选项, 50	命令行选项, 51
vcMinAnnoJust	vcRefAnnoAngleF
命令行选项, 50	命令行选项, 51
vcMinAnnoOn	vcRefAnnoArrowAngleF
命令行选项, 50	命令行选项, 51
vcMinAnnoOrientation	vcRefAnnoArrowEdgeColor
命令行选项, 50	命令行选项, 51

vcRefAnnoArrowFillColor	vcRefAnnoString2
命令行选项, 51	命令行选项, 52
vcRefAnnoArrowLineColor	vcRefAnnoString2On
命令行选项, 51	命令行选项, 52
vcRefAnnoArrowMinOffsetF	vcRefAnnoTextDirection
命令行选项, 51	命令行选项, 52
vcRefAnnoArrowSpaceF	vcRefAnnoZone
命令行选项, 51	命令行选项, 52
vcRefAnnoArrowUseVecColor	vcRefLengthF
命令行选项, 51	命令行选项, 52
vcRefAnnoBackgroundColor	vcRefMagnitudeF
命令行选项, 51	命令行选项, 52
vcRefAnnoConstantSpacingF	vcScalarFieldData
命令行选项, 51	命令行选项, 52
vcRefAnnoExplicitMagnitudeF	vcScalarMissingValColor
命令行选项, 51	命令行选项, 52
vcRefAnnoFont	vcScalarValueFormat
命令行选项, 51	命令行选项, 52
vcRefAnnoFontAspectF	vcScalarValueScaleFactorF
命令行选项, 52	命令行选项, 52
vcRefAnnoFontColor	vcScalarValueScaleValueF
命令行选项, 52	命令行选项, 52
vcRefAnnoFontHeightF	vcScalarValueScalingMode
命令行选项, 52	命令行选项, 52
vcRefAnnoFontQuality	vcSpanLevelPalette
命令行选项, 52	命令行选项, 52
vcRefAnnoFontThicknessF	vcUseRefAnnoRes
命令行选项, 52	命令行选项, 52
vcRefAnnoFuncCode	vcUseScalarArray
命令行选项, 52	命令行选项, 52
vcRefAnnoJust	vcVectorDrawOrder
命令行选项, 52	命令行选项, 52
vcRefAnnoOn	vcVectorFieldData
命令行选项, 52	命令行选项, 52
vcRefAnnoOrientation	vcWindBarbCalmCircleSizeF
命令行选项, 52	命令行选项, 52
vcRefAnnoOrthogonalPosF	vcWindBarbColor
命令行选项, 52	命令行选项, 53
vcRefAnnoParallelPosF	vcWindBarbLineThicknessF
命令行选项, 52	命令行选项, 53
vcRefAnnoPerimColor	vcWindBarbScaleFactorF
命令行选项, 52	命令行选项, 53
vcRefAnnoPerimOn	vcWindBarbTickAngleF
命令行选项, 52	命令行选项, 53
vcRefAnnoPerimSpaceF	vcWindBarbTickLengthF
命令行选项, 52	命令行选项, 53
vcRefAnnoPerimThicknessF	vcWindBarbTickSpacingF
命令行选项, 52	命令行选项, 53
vcRefAnnoSide	vcZeroFLabelAngleF
命令行选项, 52	命令行选项, 53
vcRefAnnoString1	vcZeroFLabelBackgroundColor
命令行选项, 52	命令行选项, 53
vcRefAnnoString1On	vcZeroFLabelConstantSpacingF
命令行选项, 52	命令行选项, 53

vcZeroFLabelFont
命令行选项, 53

vcZeroFLabelFontAspectF
命令行选项, 53

vcZeroFLabelFontColor
命令行选项, 53

vcZeroFLabelFontHeightF
命令行选项, 53

vcZeroFLabelFontQuality
命令行选项, 53

vcZeroFLabelFontThicknessF
命令行选项, 53

vcZeroFLabelFuncCode
命令行选项, 53

vcZeroFLabelJust
命令行选项, 53

vcZeroFLabelOn
命令行选项, 53

vcZeroFLabelOrthogonalPosF
命令行选项, 53

vcZeroFLabelParallelPosF
命令行选项, 53

vcZeroFLabelPerimColor
命令行选项, 53

vcZeroFLabelPerimOn
命令行选项, 53

vcZeroFLabelPerimSpaceF
命令行选项, 53

vcZeroFLabelPerimThicknessF
命令行选项, 53

vcZeroFLabelSide
命令行选项, 53

vcZeroFLabelString
命令行选项, 53

vcZeroFLabelTextDirection
命令行选项, 53

vcZeroFLabelZone
命令行选项, 53

vpAnnoManagerId
命令行选项, 55

vpClipOn
命令行选项, 55

vpHeightF
命令行选项, 55

vpKeepAspect
命令行选项, 55

vpOn
命令行选项, 55

vpUseSegments
命令行选项, 55

vpWidthF
命令行选项, 56

vpXF
命令行选项, 56

vpYF
命令行选项, 56

命令行选项

-Q, 4

-V, 5

-h, 3

-n, 3

-x, 4

Angle_projection_limits, 40

cnCellFillEdgeColor, 15

cnCellFillMissingValEdgeColor, 15

cnConpackParams, 15

cnConstFEnableFill, 15

cnConstFLabelAngleF, 15

cnConstFLabelBackgroundColor, 15

cnConstFLabelConstantSpacingF, 15

cnConstFLabelFont, 15

cnConstFLabelFontAspectF, 15

cnConstFLabelFontColor, 16

cnConstFLabelFontHeightF, 16

cnConstFLabelFontQuality, 16

cnConstFLabelFontThicknessF, 16

cnConstFLabelFormat, 16

cnConstFLabelFuncCode, 16

cnConstFLabelJust, 16

cnConstFLabelOn, 16

cnConstFLabelOrthogonalPosF, 16

cnConstFLabelParallelPosF, 16

cnConstFLabelPerimColor, 16

cnConstFLabelPerimOn, 16

cnConstFLabelPerimSpaceF, 16

cnConstFLabelPerimThicknessF, 16

cnConstFLabelSide, 16

cnConstFLabelString, 16

cnConstFLabelTextDirection, 16

cnConstFLabelZone, 16

cnConstFUseInfoLabelRes, 16

cnExplicitLabelBarLabelsOn, 16

cnExplicitLegendLabelsOn, 16

cnExplicitLineLabelsOn, 16

cnFillBackgroundColor, 16

cnFillColor, 16

cnFillColors, 17

cnFillDotSizeF, 17

cnFillDrawOrder, 17

cnFillMode, 17

cnFillOn, 17

cnFillOpacityF, 17

cnFillPalette, 17

cnFillPattern, 17

cnFillPatterns, 17

cnFillScaleF, 17

cnFillScales, 17

cnFixFillBleed, 17
 cnGridBoundFillColor, 17
 cnGridBoundFillPattern, 17
 cnGridBoundFillScaleF, 17
 cnGridBoundPerimColor, 17
 cnGridBoundPerimDashPattern, 17
 cnGridBoundPerimOn, 17
 cnGridBoundPerimThicknessF, 17
 cnHighLabelAngleF, 17
 cnHighLabelBackgroundColor, 17
 cnHighLabelConstantSpacingF, 17
 cnHighLabelCount, 17
 cnHighLabelFont, 17
 cnHighLabelFontAspectF, 17
 cnHighLabelFontColor, 17
 cnHighLabelFontHeightF, 17
 cnHighLabelFontQuality, 17
 cnHighLabelFontThicknessF, 17
 cnHighLabelFormat, 17
 cnHighLabelFuncCode, 17
 cnHighLabelPerimColor, 17
 cnHighLabelPerimOn, 17
 cnHighLabelPerimSpaceF, 17
 cnHighLabelPerimThicknessF, 17
 cnHighLabelsOn, 18
 cnHighLabelString, 17
 cnHighLowLabelOverlapMode, 18
 cnHighUseLineLabelRes, 18
 cnInfoLabelAngleF, 18
 cnInfoLabelBackgroundColor, 18
 cnInfoLabelConstantSpacingF, 18
 cnInfoLabelFont, 18
 cnInfoLabelFontAspectF, 18
 cnInfoLabelFontColor, 18
 cnInfoLabelFontHeightF, 18
 cnInfoLabelFontQuality, 18
 cnInfoLabelFontThicknessF, 18
 cnInfoLabelFormat, 18
 cnInfoLabelFuncCode, 18
 cnInfoLabelJust, 18
 cnInfoLabelOn, 18
 cnInfoLabelOrthogonalPosF, 18
 cnInfoLabelParallelPosF, 18
 cnInfoLabelPerimColor, 18
 cnInfoLabelPerimOn, 18
 cnInfoLabelPerimSpaceF, 18
 cnInfoLabelPerimThicknessF, 18
 cnInfoLabelSide, 18
 cnInfoLabelString, 18
 cnInfoLabelTextDirection, 18
 cnInfoLabelZone, 18
 cnLabelBarEndLabelsOn, 18
 cnLabelBarEndStyle, 18
 cnLabelDrawOrder, 18
 cnLabelMasking, 18
 cnLabelScaleFactorF, 18
 cnLabelScaleValueF, 18
 cnLabelScalingMode, 18
 cnLegendLevelFlags, 18
 cnLevelCount, 18
 cnLevelFlag, 18
 cnLevelFlags, 19
 cnLevels, 20
 cnLevelSelectionMode 等值线阶选择模式, 19
 cnLevelSpacingF, 20
 cnLineColor, 20
 cnLineColors, 20
 cnLineDashPattern, 20
 cnLineDashPatterns, 20
 cnLineDashSegLenF, 20
 cnLineDrawOrder, 20
 cnLineLabelAngleF, 21
 cnLineLabelBackgroundColor, 21
 cnLineLabelConstantSpacingF, 21
 cnLineLabelCount, 21
 cnLineLabelDensityF, 21
 cnLineLabelFont, 21
 cnLineLabelFontAspectF, 21
 cnLineLabelFontColor, 21
 cnLineLabelFontColors, 21
 cnLineLabelFontHeightF, 21
 cnLineLabelFontQuality, 21
 cnLineLabelFontThicknessF, 21
 cnLineLabelFormat, 21
 cnLineLabelFuncCode, 21
 cnLineLabelInterval, 21
 cnLineLabelPerimColor, 21
 cnLineLabelPerimOn, 21
 cnLineLabelPerimSpaceF, 21
 cnLineLabelPerimThicknessF, 21
 cnLineLabelPlacementMode, 21
 cnLineLabelsOn, 21
 cnLineLabelStrings, 21
 cnLinePalette, 21
 cnLinesOn, 21
 cnLineThicknesses, 21
 cnLineThicknessF, 21
 cnLowLabelAngleF, 21
 cnLowLabelBackgroundColor, 21
 cnLowLabelConstantSpacingF, 21
 cnLowLabelCount, 21
 cnLowLabelFont, 21
 cnLowLabelFontAspectF, 21
 cnLowLabelFontColor, 21
 cnLowLabelFontHeightF, 21
 cnLowLabelFontQuality, 21
 cnLowLabelFontThicknessF, 21
 cnLowLabelFormat, 22

cnLowLabelFuncCode, 22
cnLowLabelPerimColor, 22
cnLowLabelPerimOn, 22
cnLowLabelPerimSpaceF, 22
cnLowLabelPerimThicknessF, 22
cnLowLabelsOn, 22
cnLowLabelString, 22
cnLowUseHighLabelRes, 22
cnMaxDataValueFormat, 22
cnMaxLevelCount, 22
cnMaxLevelValF, 22
cnMaxPointDistanceF, 22
cnMinLevelValF, 22
cnMissingValFillColor, 22
cnMissingValFillPattern, 22
cnMissingValFillScaleF, 22
cnMissingValPerimColor, 22
cnMissingValPerimDashPattern, 22
cnMissingValPerimGridBoundOn, 22
cnMissingValPerimOn, 22
cnMissingValPerimThicknessF, 22
cnMonoFillColor, 22
cnMonoFillPattern, 22
cnMonoFillScale, 22
cnMonoLevelFlag, 22
cnMonoLineColor, 22
cnMonoLineDashPattern, 22
cnMonoLineLabelFontColor, 22
cnMonoLineThickness, 22
cnNoDataLabelOn, 22
cnNoDataLabelString, 22
cnOutOfRangeFillColor, 22
cnOutOfRangeFillPattern, 22
cnOutOfRangeFillScaleF, 23
cnOutOfRangePerimColor, 23
cnOutOfRangePerimDashPattern, 23
cnOutOfRangePerimOn, 23
cnOutOfRangePerimThicknessF, 23
cnRasterCellSizeF, 23
cnRasterMinCellSizeF, 23
cnRasterModeOn, 23
cnRasterSampleFactorF, 23
cnRasterSmoothingOn, 23
cnScalarFieldData, 23
cnSmoothingDistanceF, 23
cnSmoothingOn, 23
cnSmoothingTensionF, 23
cnSpanFillPalette, 23
cnSpanLinePalette, 23
lbAutoManage, 25
lbBottomMarginF, 25
lbBoxCount, 25
lbBoxEndCapStyle, 25
lbBoxFractions, 26
lbBoxLineColor, 26
lbBoxLineDashPattern, 26
lbBoxLineDashSegLenF, 26
lbBoxLinesOn, 26
lbBoxLineThicknessF, 26
lbBoxMajorExtentF, 26
lbBoxMinorExtentF, 26
lbBoxSeparatorLinesOn, 26
lbBoxSizing, 27
lbFillBackground, 27
lbFillColor, 27
lbFillColors, 27
lbFillDotSizeF, 27
lbFillLineThicknessF, 27
lbFillPattern, 27
lbFillPatterns, 27
lbFillScaleF, 28
lbFillScales, 28
lbJustification, 28
lbLabelAlignment, 28
lbLabelAngleF, 28
lbLabelAutoStride, 28
lbLabelBarOn, 29
lbLabelConstantSpacingF, 29
lbLabelDirection, 29
lbLabelFont, 29
lbLabelFontAspectF, 29
lbLabelFontColor, 29
lbLabelFontHeightF, 29
lbLabelFontQuality, 29
lbLabelFontThicknessF, 29
lbLabelFuncCode, 30
lbLabelJust, 30
lbLabelOffsetF, 30
lbLabelPosition, 30
lbLabelsOn, 30
lbLabelStride, 30
lbLabelStrings, 30
lbLeftMarginF, 30
lbMaxLabelLenF, 30
lbMinLabelSpacingF, 31
lbMonoFillColor, 31
lbMonoFillPattern, 31
lbMonoFillScale, 31
lbOrientation, 31
lbPerimColor, 31
lbPerimDashPattern, 31
lbPerimDashSegLenF, 31
lbPerimFill, 31
lbPerimFillColor, 31
lbPerimOn, 32
lbPerimThicknessF, 32
lbRasterFillOn, 32
lbRightMarginF, 32

lbTitleAngleF, 32
 lbTitleConstantSpacingF, 32
 lbTitleDirection, 32
 lbTitleExtentF, 32
 lbTitleFont, 33
 lbTitleFontAspectF, 33
 lbTitleFontColor, 33
 lbTitleFontHeightF, 33
 lbTitleFontQuality, 33
 lbTitleFontThicknessF, 33
 lbTitleFuncCode, 33
 lbTitleJust, 33
 lbTitleOffsetF, 33
 lbTitleOn, 33
 lbTitlePosition, 34
 lbTitleString, 34
 lbTopMarginF, 34
 mpAreaGroupCount(MapPlot), 35
 mpAreaMaskingOn(MapPlot), 35
 mpAreaMaskingOn_MapPlot, 35
 mpAreaNames, 35
 mpAreaNames_MapPlot, 35
 mpAreaTypes, 35
 mpAreaTypes_MapPlot, 35
 mpBottomAngleF, 35
 mpBottomAngleF_MapTransformation, 35
 mpBottomMapPosF, 35
 mpBottomMapPosF_MapTransformation, 35
 mpBottomNDCF, 35
 mpBottomNDCF_MapTransformation, 35
 mpBottomNPCF, 35
 mpBottomNPCF_MapTransformation, 35
 mpBottomPointLatF, 35
 mpBottomPointLatF_MapTransformation, 35
 mpBottomPointLonF, 36
 mpBottomPointLonF_MapTransformation, 36
 mpBottomWindowF, 36
 mpBottomWindowF_MapTransformation, 36
 mpCenterLatF, 36
 mpCenterLatF_MapTransformation, 36
 mpCenterLonF, 36
 mpCenterLonF_MapTransformation, 36
 mpCenterRotF, 36
 mpCenterRotF_MapTransformation, 36
 mpCountyLineColor, 36
 mpCountyLineColor_MapPlot, 36
 mpCountyLineDashPattern, 36
 mpCountyLineDashPattern_MapPlot, 36
 mpCountyLineDashSegLenF, 36
 mpCountyLineDashSegLenF_MapPlot, 36
 mpCountyLineThicknessF, 36
 mpCountyLineThicknessF_MapPlot, 36
 mpDataBaseVersion, 36
 mpDataBaseVersion_MapPlot, 36
 mpDataResolution, 36
 mpDataResolution_MapPlot, 36
 mpDataSetName, 36
 mpDataSetName_MapPlot, 36
 mpDefaultFillColor, 36
 mpDefaultFillColor_MapPlot, 36
 mpDefaultFillPattern, 36
 mpDefaultFillPattern_MapPlot, 36
 mpDefaultFillScaleF, 36
 mpDefaultFillScaleF_MapPlot, 36
 mpDynamicAreaGroups, 36
 mpDynamicAreaGroups_MapPlot, 36
 mpEllipticalBoundary, 36
 mpEllipticalBoundary_MapTransformation, 36
 mpFillAreaSpecifiers, 36
 mpFillAreaSpecifiers_MapPlot, 37
 mpFillBoundarySets, 37
 mpFillBoundarySets_MapPlot, 37
 mpFillColor, 37
 mpFillColor_MapPlot, 37
 mpFillColors, 37
 mpFillColors-default, 37
 mpFillColors_MapPlot, 37
 mpFillDotSizeF, 37
 mpFillDotSizeF_MapPlot, 37
 mpFillDrawOrder, 37
 mpFillDrawOrder_MapPlot, 37
 mpFillOn, 37
 mpFillOn_MapPlot, 37
 mpFillPattern, 37
 mpFillPattern_MapPlot, 37
 mpFillPatternBackground, 37
 mpFillPatternBackground_MapPlot, 37
 mpFillPatterns, 37
 mpFillPatterns-default, 37
 mpFillPatterns_MapPlot, 37
 mpFillScaleF, 37
 mpFillScaleF_MapPlot, 37
 mpFillScales, 37
 mpFillScales-default, 37
 mpFillScales_MapPlot, 37
 mpFixedAreaGroups, 37
 mpFixedAreaGroups_MapPlot, 37
 mpGeophysicalLineColor, 37
 mpGeophysicalLineColor_MapPlot, 37
 mpGeophysicalLineDashPattern, 37
 mpGeophysicalLineDashPattern_MapPlot, 37
 mpGeophysicalLineDashSegLenF, 37
 mpGeophysicalLineDashSegLenF_MapPlot, 37
 mpGeophysicalLineThicknessF, 37
 mpGeophysicalLineThicknessF_MapPlot, 37
 mpGreatCircleLinesOn, 38
 mpGreatCircleLinesOn_MapTransformation, 38
 mpGridAndLimbDrawOrder, 38

mpGridAndLimbDrawOrder_MapPlot, 38
 mpGridAndLimbOn, 38
 mpGridAndLimbOn_MapPlot, 38
 mpGridLatSpacingF, 38
 mpGridLatSpacingF_MapPlot, 38
 mpGridLineColor, 38
 mpGridLineColor_MapPlot, 38
 mpGridLineDashPattern, 38
 mpGridLineDashPattern_MapPlot, 38
 mpGridLineDashSegLenF, 38
 mpGridLineDashSegLenF_MapPlot, 38
 mpGridLineThicknessF, 38
 mpGridLineThicknessF_MapPlot, 38
 mpGridLonSpacingF, 38
 mpGridLonSpacingF_MapPlot, 38
 mpGridMaskMode, 38
 mpGridMaskMode_MapPlot, 38
 mpGridMaxLatF, 38
 mpGridMaxLatF_MapPlot, 38
 mpGridPolarLonSpacingF, 38
 mpGridPolarLonSpacingF_MapPlot, 38
 mpGridSpacingF, 38
 mpGridSpacingF_MapPlot, 38
 mpInlandWaterFillColor, 38
 mpInlandWaterFillColor_MapPlot, 38
 mpInlandWaterFillPattern, 38
 mpInlandWaterFillPattern_MapPlot, 38
 mpInlandWaterFillScaleF, 38
 mpInlandWaterFillScaleF_MapPlot, 38
 mpLabelDrawOrder, 38
 mpLabelDrawOrder_MapPlot, 38
 mpLabelFontColor, 38
 mpLabelFontColor_MapPlot, 38
 mpLabelFontHeightF, 39
 mpLabelFontHeightF_MapPlot, 39
 mpLabelsOn, 39
 mpLabelsOn_MapPlot, 39
 mpLambertMeridianF, 39
 mpLambertMeridianF_MapTransformation, 39
 mpLambertParallel1F, 39
 mpLambertParallel1F_MapTransformation, 39
 mpLambertParallel2F, 39
 mpLambertParallel2F_MapTransformation, 39
 mpLandFillColor, 39
 mpLandFillColor_MapPlot, 39
 mpLandFillPattern, 39
 mpLandFillPattern_MapPlot, 39
 mpLandFillScaleF, 39
 mpLandFillScaleF_MapPlot, 39
 mpLeftAngleF, 39
 mpLeftAngleF_MapTransformation, 39
 mpLeftCornerLatF, 39
 mpLeftCornerLatF_MapTransformation, 39
 mpLeftCornerLonF, 39
 mpLeftCornerLonF_MapTransformation, 39
 mpLeftMapPosF, 39
 mpLeftMapPosF_MapTransformation, 39
 mpLeftNDCF, 39
 mpLeftNDCF_MapTransformation, 39
 mpLeftNPCF, 39
 mpLeftNPCF_MapTransformation, 39
 mpLeftPointLatF, 39
 mpLeftPointLatF_MapTransformation, 39
 mpLeftPointLonF, 39
 mpLeftPointLonF_MapTransformation, 39
 mpLeftWindowF, 39
 mpLeftWindowF_MapTransformation, 39
 mpLimbLineColor, 39
 mpLimbLineColor_MapPlot, 39
 mpLimbLineDashPattern, 40
 mpLimbLineDashPattern_MapPlot, 40
 mpLimbLineDashSegLenF, 40
 mpLimbLineDashSegLenF_MapPlot, 40
 mpLimbLineThicknessF, 40
 mpLimbLineThicknessF_MapPlot, 40
 mpLimitMode, 40
 mpLimitMode_MapTransformation, 40
 mpMaskAreaSpecifiers, 40
 mpMaskAreaSpecifiers_MapPlot, 40
 mpMaskOutlineSpecifiers, 40
 mpMaskOutlineSpecifiers_MapPlot, 40
 mpMaxLatF, 40
 mpMaxLatF_MapTransformation, 40
 mpMaxLonF, 40
 mpMaxLonF_MapTransformation, 40
 mpMinLatF, 40
 mpMinLatF_MapTransformation, 40
 mpMinLonF, 40
 mpMinLonF_MapTransformation, 40
 mpMonoFillColor, 40
 mpMonoFillColor_MapPlot, 40
 mpMonoFillPattern, 40
 mpMonoFillPattern_MapPlot, 40
 mpMonoFillScale, 40
 mpMonoFillScale_MapPlot, 40
 mpNationalLineColor, 40
 mpNationalLineColor_MapPlot, 40
 mpNationalLineDashPattern, 40
 mpNationalLineDashPattern_MapPlot, 40
 mpNationalLineDashSegLenF, 40
 mpNationalLineThicknessF, 40
 mpNationalLineThicknessF_MapPlot, 40
 mpOceanFillColor, 40
 mpOceanFillColor_MapPlot, 40
 mpOceanFillPattern, 41
 mpOceanFillPattern_MapPlot, 41
 mpOceanFillScaleF, 41
 mpOceanFillScaleF_MapPlot, 41

mpOutlineBoundarySets, 41
 mpOutlineBoundarySets_MapPlot, 41
 mpOutlineDrawOrder, 41
 mpOutlineDrawOrder_MapPlot, 41
 mpOutlineMaskingOn, 41
 mpOutlineMaskingOn_MapPlot, 41
 mpOutlineOn, 41
 mpOutlineOn_MapPlot, 41
 mpOutlineSpecifiers, 41
 mpOutlineSpecifiers_MapPlot, 41
 mpPerimDrawOrder, 41
 mpPerimDrawOrder_MapPlot, 41
 mpPerimLineColor, 41
 mpPerimLineColor_MapPlot, 41
 mpPerimLineDashPattern, 41
 mpPerimLineDashPattern_MapPlot, 41
 mpPerimLineDashSegLenF, 41
 mpPerimLineDashSegLenF_MapPlot, 41
 mpPerimLineThicknessF, 41
 mpPerimLineThicknessF_MapPlot, 41
 mpPerimOn, 41
 mpPerimOn_MapPlot, 41
 mpPolyMode, 41
 mpPolyMode_MapTransformation, 41
 mpProjection, 41
 mpProjection_MapTransformation, 42
 mpProvincialLineColor, 42
 mpProvincialLineColor_MapPlot, 42
 mpProvincialLineDashPattern, 42
 mpProvincialLineDashPattern_MapPlot, 42
 mpProvincialLineDashSegLenF, 42
 mpProvincialLineDashSegLenF_MapPlot, 42
 mpProvincialLineThicknessF, 42
 mpProvincialLineThicknessF_MapPlot, 42
 mpRelativeCenterLat, 42
 mpRelativeCenterLat_MapTransformation, 42
 mpRelativeCenterLon, 42
 mpRelativeCenterLon_MapTransformation, 42
 mpRightAngleF, 42
 mpRightAngleF_MapTransformation, 42
 mpRightCornerLatF, 42
 mpRightCornerLatF_MapTransformation, 42
 mpRightCornerLonF, 42
 mpRightCornerLonF_MapTransformation, 42
 mpRightMapPosF, 42
 mpRightMapPosF_MapTransformation, 42
 mpRightNDCF, 42
 mpRightNDCF_MapTransformation, 42
 mpRightNPCF, 42
 mpRightNPCF_MapTransformation, 42
 mpRightPointLatF, 43
 mpRightPointLatF_MapTransformation, 43
 mpRightPointLonF, 43
 mpRightPointLonF_MapTransformation, 43
 mpRightWindowF, 43
 mpRightWindowF_MapTransformation, 43
 mpSatelliteAngle1F, 43
 mpSatelliteAngle1F_MapTransformation, 43
 mpSatelliteAngle2F, 43
 mpSatelliteAngle2F_MapTransformation, 43
 mpSatelliteDistF, 43
 mpSatelliteDistF_MapTransformation, 43
 mpShapeMode, 43
 mpShapeMode_MapPlot, 43
 mpSpecifiedFillColors, 43
 mpSpecifiedFillColors_MapPlot, 43
 mpSpecifiedFillDirectIndexing, 43
 mpSpecifiedFillDirectIndexing_MapPlot, 43
 mpSpecifiedFillPatterns, 43
 mpSpecifiedFillPatterns_MapPlot, 43
 mpSpecifiedFillPriority, 43
 mpSpecifiedFillPriority_MapPlot, 43
 mpSpecifiedFillScales, 43
 mpSpecifiedFillScales_MapPlot, 43
 mpTopAngleF, 43
 mpTopAngleF_MapTransformation, 43
 mpTopMapPosF, 43
 mpTopMapPosF_MapTransformation, 43
 mpTopNDCF, 43
 mpTopNDCF_MapTransformation, 43
 mpTopNPCF, 43
 mpTopNPCF_MapTransformation, 43
 mpTopPointLatF, 43
 mpTopPointLatF_MapTransformation, 43
 mpTopPointLonF, 43
 mpTopPointLonF_MapTransformation, 43
 mpTopWindowF, 44
 mpTopWindowF_MapTransformation, 44
 mpUSStateLineColor, 44
 mpUSStateLineColor_MapPlot, 44
 mpUSStateLineDashPattern, 44
 mpUSStateLineDashPattern_MapPlot, 44
 mpUSStateLineDashSegLenF, 44
 mpUSStateLineDashSegLenF_MapPlot, 44
 mpUSStateLineThicknessF, 44
 mpUSStateLineThicknessF_MapPlot, 44
 sfCopyData, 45
 sfCopyData_MeshScalarField, 45
 sfCopyData_ScalarField, 45
 sfdataArray, 45
 sfdataArray_MeshScalarField, 45
 sfdataArray_ScalarField, 45
 sfDataMaxV, 45
 sfDataMaxV_MeshScalarField, 45
 sfDataMaxV_ScalarField, 45
 sfDataMinV, 45
 sfDataMinV_MeshScalarField, 45
 sfDataMinV_ScalarField, 45

sfElementNodes, 45
sfElementNodes_MeshScalarField, 45
sfExchangeDimensions, 45
sfExchangeDimensions_ScalarField, 45
sfFirstNodeIndex, 45
sfFirstNodeIndex_MeshScalarField, 45
sfMissingValueV, 45
sfMissingValueV_MeshScalarField, 45
sfMissingValueV_ScalarField, 45
sfXArray, 45
sfXArray_MeshScalarField, 45
sfXArray_ScalarField, 46
sfXCActualEndF, 46
sfXCActualEndF_MeshScalarField, 46
sfXCActualEndF_ScalarField, 46
sfXCActualStartF, 46
sfXCActualStartF_MeshScalarField, 46
sfXCActualStartF_ScalarField, 46
sfXCellBounds, 46
sfXCellBounds_MeshScalarField, 46
sfXCEndIndex, 46
sfXCEndIndex_ScalarField, 46
sfXCEndSubsetV, 46
sfXCEndSubsetV_ScalarField, 46
sfXCEndV, 46
sfXCEndV_ScalarField, 46
sfXCStartIndex, 46
sfXCStartIndex_ScalarField, 46
sfXCStartSubsetV, 46
sfXCStartSubsetV_ScalarField, 46
sfXCStartV, 46
sfXCStartV_ScalarField, 46
sfXCStride, 46
sfXCStride_ScalarField, 46
sfYArray, 46
sfYArray_MeshScalarField, 46
sfYArray_ScalarField, 46
sfYCActualEndF, 46
sfYCActualEndF_MeshScalarField, 46
sfYCActualEndF_ScalarField, 46
sfYCActualStartF, 46
sfYCActualStartF_MeshScalarField, 46
sfYCActualStartF_ScalarField, 46
sfYCellBounds, 47
sfYCellBounds_MeshScalarField, 47
sfYCEndIndex, 46
sfYCEndIndex_ScalarField, 46
sfYCEndSubsetV, 46
sfYCEndSubsetV_ScalarField, 46
sfYCEndV, 47
sfYCEndV_ScalarField, 47
sfYCStartIndex, 47
sfYCStartIndex_ScalarField, 47
sfYCStartSubsetV, 47
sfYCStartSubsetV_ScalarField, 47
sfYCStartV, 47
sfYCStartV_ScalarField, 47
sfYCStride, 47
sfYCStride_ScalarField, 47
vcExplicitLabelBarLabelsOn, 49
vcFillArrowEdgeColor, 49
vcFillArrowEdgeThicknessF, 49
vcFillArrowFillColor, 49
vcFillArrowHeadInteriorXF, 49
vcFillArrowHeadMinFracXF, 49
vcFillArrowHeadMinFracYF, 49
vcFillArrowHeadXF, 49
vcFillArrowHeadYF, 49
vcFillArrowMinFracWidthF, 49
vcFillArrowsOn, 49
vcFillArrowWidthF, 49
vcFillOverEdge, 49
vcGlyphOpacityF, 49
vcGlyphStyle, 49
vcLabelBarEndLabelsOn, 49
vcLabelFontColor, 49
vcLabelFontHeightF, 49
vcLabelsOn, 49
vcLabelsUseVectorColor, 49
vcLevelColors, 49
vcLevelCount, 49
vcLevelPalette, 49
vcLevels, 50
vcLevelSelectionMode, 50
vcLevelSpacingF, 50
vcLineArrowColor, 50
vcLineArrowHeadMaxSizeF, 50
vcLineArrowHeadMinSizeF, 50
vcLineArrowThicknessF, 50
vcMagnitudeFormat, 50
vcMagnitudeScaleFactorF, 50
vcMagnitudeScaleValueF, 50
vcMagnitudeScalingMode, 50
vcMapDirection, 50
vcMaxLevelCount, 50
vcMaxLevelValF, 50
vcMaxMagnitudeF, 50
vcMinAnnoAngleF, 50
vcMinAnnoArrowAngleF, 50
vcMinAnnoArrowEdgeColor, 50
vcMinAnnoArrowFillColor, 50
vcMinAnnoArrowLineColor, 50
vcMinAnnoArrowMinOffsetF, 50
vcMinAnnoArrowSpaceF, 50
vcMinAnnoArrowUseVecColor, 50
vcMinAnnoBackgroundColor, 50
vcMinAnnoConstantSpacingF, 50
vcMinAnnoExplicitMagnitudeF, 50

vcMinAnnoFont, 50
 vcMinAnnoFontAspectF, 50
 vcMinAnnoFontColor, 50
 vcMinAnnoFontHeightF, 50
 vcMinAnnoFontQuality, 50
 vcMinAnnoFontThicknessF, 50
 vcMinAnnoFuncCode, 50
 vcMinAnnoJust, 50
 vcMinAnnoOn, 50
 vcMinAnnoOrientation, 50
 vcMinAnnoOrthogonalPosF, 51
 vcMinAnnoParallelPosF, 51
 vcMinAnnoPerimColor, 51
 vcMinAnnoPerimOn, 51
 vcMinAnnoPerimSpaceF, 51
 vcMinAnnoPerimThicknessF, 51
 vcMinAnnoSide, 51
 vcMinAnnoString1, 51
 vcMinAnnoString1On, 51
 vcMinAnnoString2, 51
 vcMinAnnoString2On, 51
 vcMinAnnoTextDirection, 51
 vcMinAnnoZone, 51
 vcMinDistanceF, 51
 vcMinFracLengthF, 51
 vcMinLevelValF, 51
 vcMinMagnitudeF, 51
 vcMonoFillArrowEdgeColor, 51
 vcMonoFillArrowFillColor, 51
 vcMonoLineArrowColor, 51
 vcMonoWindBarbColor, 51
 vcNoDataLabelOn, 51
 vcNoDataLabelString, 51
 vcPositionMode, 51
 vcRefAnnoAngleF, 51
 vcRefAnnoArrowAngleF, 51
 vcRefAnnoArrowEdgeColor, 51
 vcRefAnnoArrowFillColor, 51
 vcRefAnnoArrowLineColor, 51
 vcRefAnnoArrowMinOffsetF, 51
 vcRefAnnoArrowSpaceF, 51
 vcRefAnnoArrowUseVecColor, 51
 vcRefAnnoBackgroundColor, 51
 vcRefAnnoConstantSpacingF, 51
 vcRefAnnoExplicitMagnitudeF, 51
 vcRefAnnoFont, 51
 vcRefAnnoFontAspectF, 52
 vcRefAnnoFontColor, 52
 vcRefAnnoFontHeightF, 52
 vcRefAnnoFontQuality, 52
 vcRefAnnoFontThicknessF, 52
 vcRefAnnoFuncCode, 52
 vcRefAnnoJust, 52
 vcRefAnnoOn, 52
 vcRefAnnoOrientation, 52
 vcRefAnnoOrthogonalPosF, 52
 vcRefAnnoParallelPosF, 52
 vcRefAnnoPerimColor, 52
 vcRefAnnoPerimOn, 52
 vcRefAnnoPerimSpaceF, 52
 vcRefAnnoPerimThicknessF, 52
 vcRefAnnoSide, 52
 vcRefAnnoString1, 52
 vcRefAnnoString1On, 52
 vcRefAnnoString2, 52
 vcRefAnnoString2On, 52
 vcRefAnnoTextDirection, 52
 vcRefAnnoZone, 52
 vcRefLengthF, 52
 vcRefMagnitudeF, 52
 vcScalarFieldData, 52
 vcScalarMissingValColor, 52
 vcScalarValueFormat, 52
 vcScalarValueScaleFactorF, 52
 vcScalarValueScaleValueF, 52
 vcScalarValueScalingMode, 52
 vcSpanLevelPalette, 52
 vcUseRefAnnoRes, 52
 vcUseScalarArray, 52
 vcVectorDrawOrder, 52
 vcVectorFieldData, 52
 vcWindBarbCalmCircleSizeF, 52
 vcWindBarbColor, 53
 vcWindBarbLineThicknessF, 53
 vcWindBarbScaleFactorF, 53
 vcWindBarbTickAngleF, 53
 vcWindBarbTickLengthF, 53
 vcWindBarbTickSpacingF, 53
 vcZeroFLabelAngleF, 53
 vcZeroFLabelBackgroundColor, 53
 vcZeroFLabelConstantSpacingF, 53
 vcZeroFLabelFont, 53
 vcZeroFLabelFontAspectF, 53
 vcZeroFLabelFontColor, 53
 vcZeroFLabelFontHeightF, 53
 vcZeroFLabelFontQuality, 53
 vcZeroFLabelFontThicknessF, 53
 vcZeroFLabelFuncCode, 53
 vcZeroFLabelJust, 53
 vcZeroFLabelOn, 53
 vcZeroFLabelOrthogonalPosF, 53
 vcZeroFLabelParallelPosF, 53
 vcZeroFLabelPerimColor, 53
 vcZeroFLabelPerimOn, 53
 vcZeroFLabelPerimSpaceF, 53
 vcZeroFLabelPerimThicknessF, 53
 vcZeroFLabelSide, 53
 vcZeroFLabelString, 53

vcZeroFLabelTextDirection, 53
vcZeroFLabelZone, 53
vpAnnoManagerId, 55
vpClipOn, 55
vpHeightF, 55
vpKeepAspect, 55
vpOn, 55
vpUseSegments, 55
vpWidthF, 56
vpXF, 56
vpYF, 56

