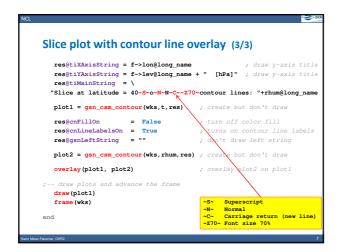
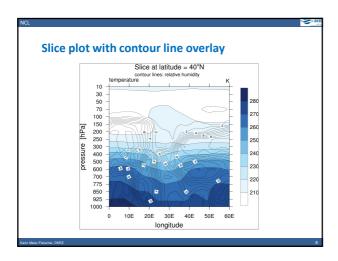
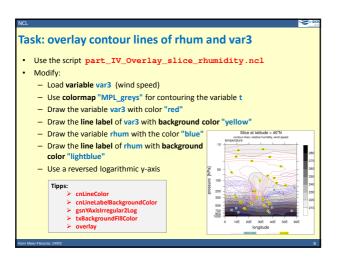
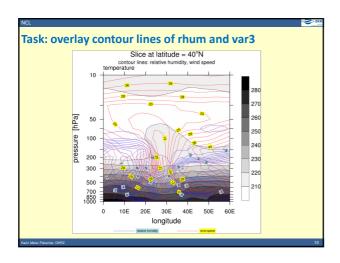


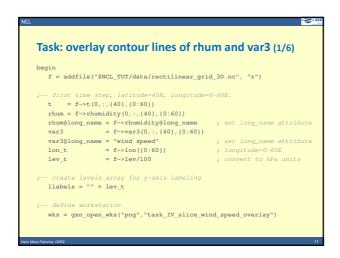
```
Slice plot with contour line overlay (2/3)
    res@cnFillOn
                                = True
                                                     ; choose colormap
; turns off contour line labels
; turns off contour info label
   res@cnFillPalette
res@cnLineLabelsOn
                                = "WhiteBlue"
                               = False
= False
   res@cnInfoLabelOn
                               = "vertical"
    res@lbOrientation
                               = lon_t
= lev_t
                                                     ; uses lon_t as plot x-axis
; uses lev_t in hPa as plot y-axis
    res@sfXArray
    res@sfYArray
   res@trYReverse
                                = True
                                                     ; reverses y-axis
                                                     ; label x-axis every 10 degrees
; set y-axis labeling to explicit
; values for y-axis tickmarks
; set labels equal to values
   res@tmXBTickSpacingF = 10.
                               = "Explicit"
= lev_t
    res@tmYLMode
    res@tmYLValues
    res@tmYLLabels
                                                     ; (type string)
```











```
Task: overlay contour lines of rhum and var3 (2/6)

res
res@gsnDraw = False ; don't draw the plot
res@gsnFrame = False ; don't draw right string

res@gsnRightString = " ; don't draw right string

res@cnFillOn = True ; turn on color fill
res@cnLineLabelsOn = False ; turns off contour line labels
res@cnFillPalette = "MPL_greys" ; choose colormap

res@lbOrientation = "vertical" ; vertical label bar
res@sfXarray = lon_t ; uses lon_t as plot x-axis
res@sfYArray = lev_t ; uses lev_t in hPa as plot
; y-axis

res@gsnYAxisIrregular2Log = True ; converts y-axis irregular to
; linear depth
```

```
Task: overlay contour lines of rhum and var3 (3/6)

res@trYReverse = True ; reverses y-axis

res@tmYIMode = "Explicit" ; set y-axis labeling to explicit

res@tmYIValues = lev_t ; values for y-axis tickmarks

res@tmYILabels = llabels ; set labels

res@tmYILabelStride = 2 ; draw every 2rd label

res@tiXAxisString = f->lon@long_name ; draw y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXAxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXaxisString = f->lev@tiXaxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXaxisString = f->lev@tiXaxisString = f->lev@long_name + " [hPa]" ; y-axis title

res@tiXaxisString = f->lev@tiXaxisString = f-
```

plres@gsLineColor			
		; draw legend line 2	
gsn_text_ndc(wks, var3	long_name, x2(1)+0	0.01, y, txres) ; draw le ; string	
overlay(plot1, plot2)		; overlay plot2 on pi	
overlay(plot1, plot3)		; overlay plot3 on pl	
draw the plot and ad	vance the frame		
draw(plot1)			
frame (wks)			
end			