

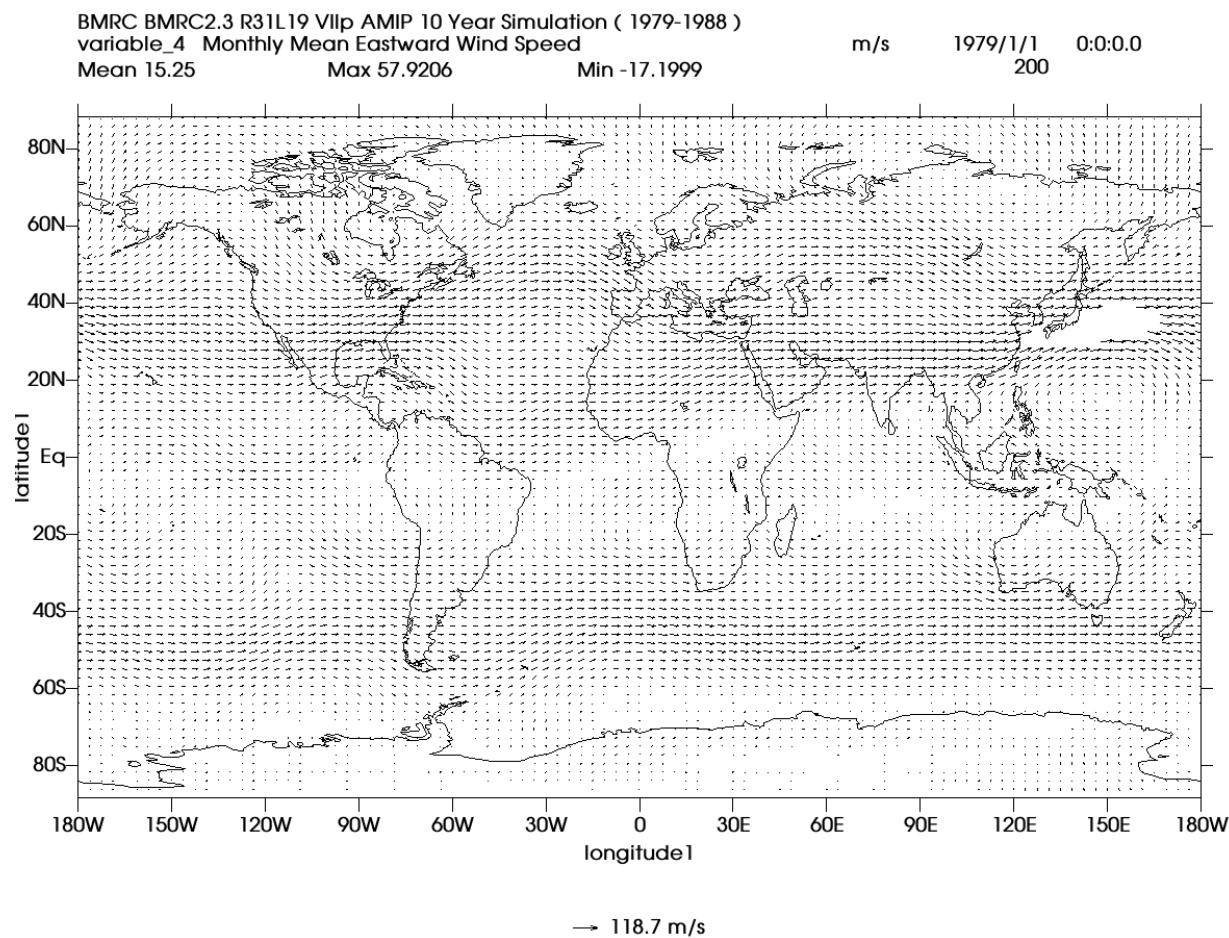
LLNL Climate POP:April-June, 2017

Summary

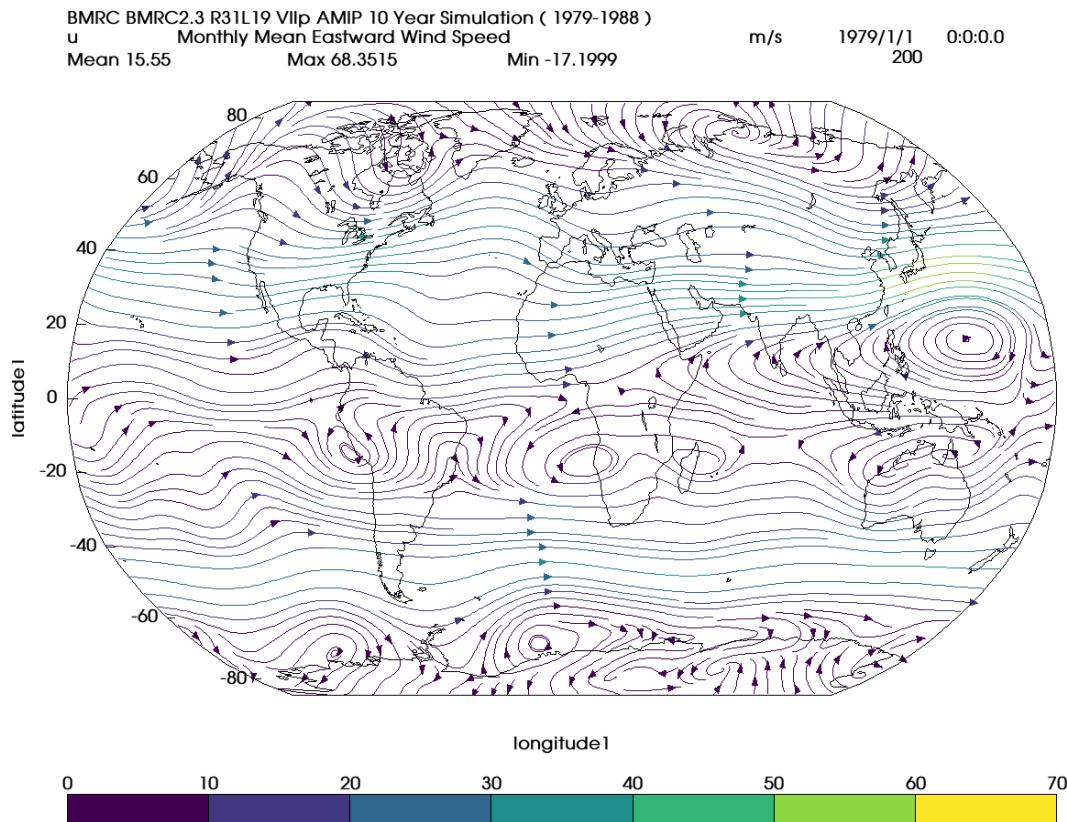
This quarter we added streamlines and vector legend to VCS and we created the design document for subplot API. Additionally, we fixed a number of bugs that affected the functionality of the library.

Bug fixes and enhancements to CDAT

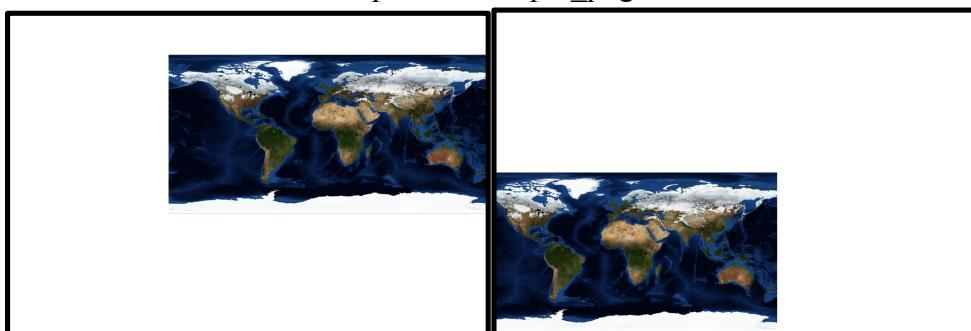
- ENH: Add vector legend



- ENH: Add evenly spaced streamlines.

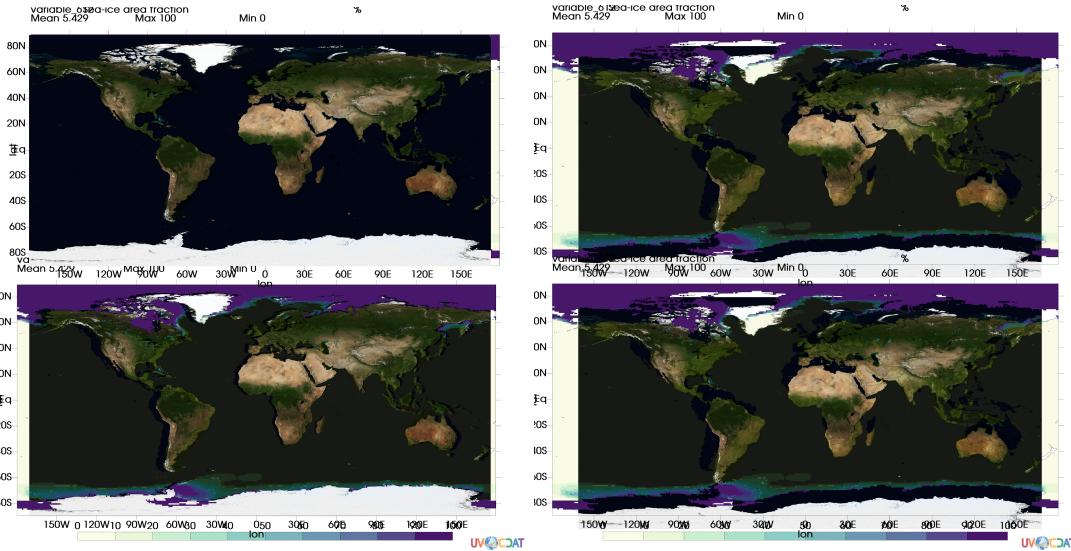


- Add streamline tutorial to Cdat website
- Created design document for VCS subplot API
- BUG #190: When setting the initial size, we set bgX and bgY as well
- BUG #2059: Lambert Azimuthal used wrong proj4 projection
- BUG: Fix offset computation for put_png



Previous (left) and current (right) image for a png moved to (-25, -25) percent from center of screen.

- BUG: Increasing priority for the colorbar puts a png on the top
 In a multi-plot with two rows, both having a png and a plot displayed in the following order:
 png, plot, png, plot
 the second png ended up on top of the second plot because the colorbar raised the png layer to 200+ while the plot layer stayed at 30+.



Previous (left) and current(right) two row plot, each row has a png and a plot with transparency on top.

- Added documentation in wiki for installing Turbo Vnc + Virtual GL for running OpenGL applications remotely <https://github.com/UV-CDAT/uvcdat/wiki/Remote-server-setup-for-VNC>
- Fixed cicleci testing crash by compiling VTK with the latest mesa on MacOS. Upgraded conda recipes to perform these builds automatically.