DR #12567: Contour Control

Add zoomLock="true" to CAVE > Style Rules > d2dContourStyleRules.

Change:

```xml
<contourLabeling labelSpacing="4">
```

To:

```xml
<contourLabeling zoomLock="true" labelSpacing="4">
```
This is what the RH plot looks like **before** zooming in **without** zoomLock="true":

![RH plot before zoom](image1)

This is what the RH plot looks like **after** zooming in **without** zoomLock="true":

![RH plot after zoom](image2)
Note that the increment value of 10 is just a multiple of some native increment for the current map scale. In this case, on the regional scale, the increment of 10 creates contours every 5% RH when the map is fully zoomed out.

```xml
<!- * RH, SMC, MAXRH3hr, MAXRH12hr, MINRH3hr, MINRH12hr
    % | 1.0 | 0.0 | 4 | | | ..|80|00|0OFF| | 0 | 10
 -->
<paramLevelMatches>
  <parameter>RH</parameter>
  <parameter>SMC</parameter>
  <parameter>MAXRH3hr</parameter>
  <parameter>MAXRH12hr</parameter>
  <parameter>MINRH3hr</parameter>
  <parameter>MINRH12hr</parameter>
</paramLevelMatches>
<contourStyle>
  <displayUnits>%</displayUnits>
  <contourLabeling labelSpacing="4">
    <increment>10</increment>
  </contourLabeling>
</contourStyle>
</styleRule>
```

Add the zoomLock tag and verify the contours did not change as you zoom in and out on a product. This line will need to be edited for each product you would like to alter.

When you add the zoomLock tag, the native increment gets reset. In this example, leaving the increment at 10, creates a map with contours every 10% RH regardless of the zoom level.

This is what the RH plot looks like after zooming in with zoomLock=”true” added:

![RH plot image]