
Subject: Re: cgContour Update

Posted by [Dave\[4\]](#) on Fri, 24 Jun 2011 13:33:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Jun 24, 12:42 am, Dave <daikan1...@tom.com> wrote:

> On Jun 23, 2:50 am, David Fanning <n...@dfanning.com> wrote:

>

>> Folks,

>

>> A previous update to cgContour included a fix to repair

>> axes after a filled contour was created. It turns out

>> this repair is unnecessary and should not be applied

>> when the OVERPLOT keyword is used. A new version of this

>> well-used program is now available:

>

>> <http://www.idlcoyote.com/programs/cgcontour.pro>

>

>> Cheers,

>

>> David

>

> Hi, david:

>

> It's still not work correctly, like following code:

>

> cgcontour, dist(30), /cell_fill

>

> and by the way, xstyle and ystyle do not work correctly for cgcontour,

> like:

>

> cgcontour, dist(30), /cell_fill, xstyle=4, ystyle=4

>

>

>

>> --

>> David Fanning, Ph.D.

>> Fanning Software Consulting, Inc.

>> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

>> Sepore ma de ni thue. ("Perhaps thou speakest truth.")- Hide quoted text -

>

> - Show quoted text -

Thanks, David. The latest source code have fixed this problem.
