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Subject: Re: cgContour Update  
Posted by [Dave\[4\]](#) on Thu, 23 Jun 2011 16:42:52 GMT  
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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.")

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