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Subject: cgContour Update

Posted by [David Fanning](#) on Wed, 22 Jun 2011 18:50:39 GMT

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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

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

Sepore ma de ni thue. ("Perhaps thou speakest truth.")

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