
Subject: Re: Significant Update of cgImage
Posted by [David Fanning](#) on Mon, 05 Dec 2011 12:18:42 GMT
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Fabzou writes:

```
> It is cgColor that has a bug, not cgContour. I just replaced line 589:  
>  
> IF StrUpCase(theColor) EQ 'USERDEF'  
>  
> by  
>  
> IF (StrUpCase(theColor))[0] EQ 'USERDEF'  
>  
> and all my tests seem to work now.
```

Right. It probably should be changed to this:

```
IF N_Elements(usercolor) NE 0 THEN BEGIN
```

Fixed now. Thanks.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
