
Subject: Re: cgContour: the inexplicable Scale_Vector Error
Posted by [David Fanning](#) on Mon, 07 May 2012 21:27:26 GMT
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allisonjaynes@gmail.com writes:

> Hello! Here is a small issue that I've dealt with for a while now, but I'd like to ask: a) what is going on? and b) is there a way to end it?
>
> Whenever I start up a fresh IDL session and run a simple code calling cgContour whilst the ONIMAGE keyword is set, I get the following error...
>
> 'SCALE_VECTOR: Range max and min are coincidental'
>
> However, if I take 5 seconds to delete /ONIMAGE, run the code again, then replace /ONIMAGE, the problem goes away until the next session reset.
>
> I've searched for others' solution to this, to no avail. Any suggestions?

The ONIMAGE keyword to cgContour assumes you have first displayed an image with cgImage. But, more than that, it assumes you have displayed the image in a way that has set up a data coordinate system that cgContour can draw on. That is to say, you have called cgImage with either the SAVE or AXES keywords set, so that a data coordinate system is set up.

Here is an article with a more detailed discussion:

http://www.idlcoyote.com/cg_tips/linesonimage.php

I presume it works *after* you remove the ONIMAGE from cgContour because then cgContour will do the job that cgImage was suppose to be doing and sets up a data coordinate system (although maybe the wrong one!) that the ONIMAGE keyword can use. :-)

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.")
