Folks,

When playing around with image transparency a couple of weeks ago, I
added some code that introduced a change into the way cgImage interacted
with the plotting system variables. Wayne Landsman pointed this out to
me, and I set about restoring the correct functionality. But, as
sometimes happens, I managed to botch the fix a couple of times.

I *believe* a correctly functioning version is now available (sigh...):

  http://www.idlcoyote.com/programs/cgimage.pro

Sorry for the inconvenience. I try very hard to keep this sort of thing
from happening. Coyote says it's about time I took some of the blame
around here. :-(

Cheers,

David

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