All (but maybe mostly David)-

I'm a big fan of Coyote's routines, especially since I'm still in IDL 7.1 land. However, I'm running into this problem when using them:

cgPlot, dist(10), XTICK_GET=xTickVals
help, xTickVals
----> XTICKVALS   DOUBLE   = Array[6]

No problem there. But, when I want to put this into a cgWindow:

delVar, xTickVals
cgWINDOW
cgPlot, dist(10), XTICK_GET=xTickVals, /ADD
help, xTickVals
--->XTICKVALS   UNDEFINED = <Undefined>

Digging a little into the code, I find that "extra" in cgPlot has a XTICK_GET, but once I step into cgWINDOW, the "extra" structure no longer has a tag for XTICKVALS. Is this a problem with how I'm using CG? I'll admit I don't totally understand if I should use /WINDOW or /ADD in the call to cgPlot, but I don't think it matters here, since it's the first command.

Has anyone else run into this? Or have any ideas around it? I could just put the output of the initial cgPlot call into a pixmap, but I was hoping I was just missing something.

Cheers,
Phillip