
Subject: Re: ERRORBAR for CGs
Posted by [d.poreh](#) on Fri, 15 Feb 2013 13:17:03 GMT
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On Friday, February 15, 2013 1:42:22 PM UTC+1, David Fanning wrote:

> David Fanning writes:

>

>

>

> Whoops! Should be:

>

>

>

> cgDisplay

>

> x = Findgen(21)

>

> y = RandomU(-3L, 21) * 50

>

> err = RandomU(seed, 21) * 5

>

> cgPlot, x, y

>

> cgErrPlot, x, y+err, y-err, Color='red'

>

>

>

> Sorry.

>

>

>

> David

>

>

>

>

>

> --

>

> David Fanning, Ph.D.

>

> Fanning Software Consulting, Inc.

>

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

>

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

Hi David,

Thanks. works perfect. :)

Cheers,
Dave
