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Subject: Re: ERRORBAR for CGs

Posted by [David Fanning](#) on Fri, 15 Feb 2013 12:42:22 GMT

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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

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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.")

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