Subject: Re: cgArrow Solid keyword with a cgWindow
Posted by Phillip Bitzer on Thu, 18 Apr 2013 15:24:47 GMT

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I remember being confused by these keywords as well. After working with them for a bit, I found:

1) the CG routines that (could) set up a plot space (e.g., cgplot, cgcontour, etc) uses /ADDCMD.

2) the ones that needed a plot space (cgplotS, cgColorFill) used /WINDOW.

Was that serendipitous?