Subject: Re: the problem for GPULIB+IDL
Posted by David Fanning on Tue, 07 May 2013 18:13:47 GMT

Michael Galloy writes:

> And, of course, what are the errors given when you run several demos or
> run the transform3d demo? Please include exact output.

What's going on this week!? I've already gotten several e-mails saying
something like this: "Your color bar routine is broken. How can I fix
it?" No code, no clues, no indication its even my code! Sheesh!

Cheers,

David

P.S. Turns out, of course, cgColorbar was being called "all wrong".
What's the chance we can get that Three Stooges clip "No no no, you're
doing it ALL WRONG!" built into IDL so we can just send that out?

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