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Subject: Re: GetValueAtLocation() method  
Posted by [David Fanning](#) on Tue, 11 Jun 2013 22:58:27 GMT  
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markjamie@gmail.com writes:

> When using p=surface(/test) together with p.getvalueatlocation(x, y), where x and Y are credible values it all works ok. When extending it's use to a real world example I encounter various errors.

Haha! I really must be getting old, because this doesn't surprise me at all. In my experience, *\*especially\** with object graphics examples, the published examples almost always assume axes that start at 0. In truth, I understand the mindset, but I have been burned so many times myself, I have learned to check this kind of thing. Well, most of the time, anyway.

In any case, function graphics programs, at least in my hands, have not worked well with real-world data on at least one or two occasions. :-)

[http://www.idlcoyote.com/ng\\_tips/onion.php](http://www.idlcoyote.com/ng_tips/onion.php)

Cheers,

David

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

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