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Subject: Re: cgImage abscissa values in axis feature  
Posted by [David Fanning](#) on Fri, 28 Mar 2014 19:28:01 GMT  
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Petros Syntelis writes:

>  
> Thanks for the quick reply David.  
>  
> I was thinking more something like this:  
> Assume we have, x,y and data.  
> if we use  
> cgContour, data, x,y  
> we will get a plot with axis having the values of x,y  
>  
> In cgImage, i was thinking like  
> cgImage, data, /axis, xabscissa=x, yabscissa=y  
>  
> That would produce a similar result.  
> If somebody wants to plot many images with values on axis, this would be much faster and  
easier than  
> cgImage, data, /axis, xr=[min(x),max(x)], yr=[min(y),max(y)]

OK, now you have confused me. :-)

I thought you were looking for non-linear labeling of the axes. How does this suggestion produce non-linear axis labeling?

Are you just looking to save a few keystrokes? In other words, are you asking if I can let cgImage calculate the xrange from an X vector, and so forth? I suppose I could. If you put some cash into the Coyote Store, I suppose I might even want to. ;-)

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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