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Subject: Re: cgImage abscissa values in axis feature  
Posted by [David Fanning](#) on Fri, 28 Mar 2014 22:22:36 GMT  
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Petros Syntelis writes:

> Well i caused much confusion and this wasn't my intent.  
> I don't need strch of pixel or things like that. Forget about the non-uniform grid.  
> I was talking about non uniform vectors in the sense of  
> x=findgen(10)  
> cgcontour, data, x^2, alog10(x)  
> Nothing more than that. Sorry for the trouble i caused you, because clearly i couldn't get you to understand what i was saying, as i was saying it wrong!

Thanks, Petros. After a walk (on a clean trail!) and your note, I feel restored. I'll see what I can do about cgImage. ;-)

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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