
Subject: Re: cgImage abscissa values in axis feature
Posted by [David Fanning](#) on Mon, 07 Apr 2014 17:11:13 GMT
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Petros Syntelis writes:

> Oooh Ok then. I'll search about this online.

I suspect the problem, whatever it is, has to do with reading pixel values from the display. We could confirm that by doing something like this and seeing if the axes are the correct color:

```
!p.multi=[0,5,5]
for i=0,24 do cgimage, im,xv=x,yv=x,/axis, color='dodger blue'
!p.multi=0
```

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.")
