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Subject: Re: cgImage abscissa values in axis feature  
Posted by [David Fanning](#) on Mon, 07 Apr 2014 17:27:44 GMT  
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David Fanning writes:

```
> 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
```

Another idea just occurred to me. Type this command, then open a window and see what happens:

```
IDL> Device, Retain=2  
IDL> cgDisplay  
IDL> cgImage, cgDemodata(7), /Axes
```

Maybe it is a backing store problem.

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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