
Subject: Re: cgImage abscissa values in axis feature
Posted by [Petros Syntelis](#) on Mon, 07 Apr 2014 18:42:14 GMT
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This solution

```
for i=0,24 do cgimage, im,xv=x,yv=x,/axis, color='dodger blue'  
works like a charm, regardless of Device settings etc.
```

About the retain:

If i use:

```
Device, Retain=0
```

```
!p.multi=[0,5,5]
```

```
for i=0,24 do cgImage, im, /Axes & !p.multi=0
```

I get colors.

If i use

```
Device, Retain=2
```

```
!p.multi=[0,5,5]
```

```
for i=0,24 do cgImage, im, /Axes & !p.multi=0
```

I get colors

if i use

```
Device, Retain=2
```

```
cgDisplay
```

```
!p.multi=[0,5,5]
```

```
for i=0,24 do cgImage, im, /Axes & !p.multi=0
```

I don't get colors, but i have the other "bug" the first 4 plots have black axes and the others have white..

i get the same result if retain is set to 0, so i think that cgDisplay does some trick and solves the problem at some extent.

On Monday, April 7, 2014 6:27:44 PM UTC+1, David Fanning wrote:

> 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
>
> --
>
> David Fanning, Ph.D.
>
> Fanning Software Consulting, Inc.
>
> Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")
