
Subject: Re: cglImage abscissa values in axis feature
Posted by [Petros Syntelis](#) on Tue, 08 Apr 2014 09:23:27 GMT
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This is close i think,

```
In case i use
cgDisplay
for i=0,24 do cglImage,im,/Axes,multimargin=2
```

problem is solved.

```
If i use just
for i=0,24 do cglImage,im,/Axes,multimargin=2
the rainbow colored axes still exist.
```

So it must have to do something with the background color and the way axis pick colors.

On Friday, March 28, 2014 5:45:55 PM UTC, Petros Syntelis wrote:

```
> Hi all (and mostly David),
>
>
> I find myself very often in need to put an image into a plot with axis that show some x and y
> abscissa values, like in the way we use the contour command,
>
> cgcontour, data, x,y
>
> In cglImage, i can do this by setting the limits xr=[min(x),max(x)], yr=[min(x),max(x)] in a plot.
>
> This works ok for uniform x,y but doesnot work for non uniform x,y.
>
> Also, if you want repeat this some times, its more trouble than to simply put the x,y abscissa
> values directly.
>
>
>
> Is there a way i can put x and y vectors as values for axis? And if not, would it be too much to
> ask for this feture in another version of cglImage?
>
>
>
> Cheers,
>
> Petros
```
