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Subject: Axis issues, cgSurf and cgContour

Posted by [sam.tushaus](#) on Fri, 27 Feb 2015 18:40:59 GMT

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Hello! I've been attempting to plot contour data and data on a surface using cgContour and cgSurf, respectively. In both cases I've had issues with the axes. The general form of each command is as follows:

cgContour, data, x, y

cgSurf, data, x, y

Unfortunately, actually inserting something for x and y above hasn't been working out for me. In cgContour, I get a jumbled mess of contours that only vaguely resembles the actual data; in cgSurf, I get only a thin cylinder in the middle of the plot. Plotting without using x and y creates the proper plots, but requires forcing my axes, which can be tedious to program when handling large quantities of data and large numbers of plots (which I need to automate).

Does anyone have experience with this issue? Any fixes? I've tried switching x and y, switching the dimensions of my x and y arrays, using vectors vs 2D arrays...but I've gotten nowhere so far.

Thanks for your help!

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