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Subject: Re: Axis issues, cgSurf and cgContour  
Posted by [David Fanning](#) on Fri, 27 Feb 2015 18:48:22 GMT  
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sam.tushaus@gmail.com writes:

> 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.

I have no idea what "forcing my axes" means, but if the commands work when you don't specify X and Y values, I presume this means when you do provide them you are doing so incorrectly. But, I really can't tell from the evidence you have presented.

Cheers,

David

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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.")

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