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Subject: Re: help with cgDrawVectors

Posted by [g.nacarts](#) on Tue, 16 Jun 2015 15:11:10 GMT

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I used the XRANGE and YRANGE keywords basically.

i.e. cgimage, image, xrange=[0,19], yrange=[0,19]

The vectors have size [20,20]. When I used xrange=[0,20] and yrange=[0,20] a very small part on the top and left side of the image was empty, so I reduce the max value to 19 but I am not sure whether this make sense or not.

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