Subject: Re: help with cgDrawVectors
Posted by David Fanning on Wed, 17 Jun 2015 01:57:55 GMT

g.nacarts@gmail.com writes:

> 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.

What would you need to know to make you sure?

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")