
Subject: Re: Geometric mismatch using cgImage and cgDrawShapes

Posted by [David Fanning](#) on Wed, 07 Oct 2015 18:44:00 GMT

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Jonas Ardo writes:

> OK, thanks, got it working OK (<http://postimg.org/image/pwpsaj6n3/>) using

> http://www.idlcoyote.com/map_tips/modis_overlay.html

>

> But, when looking closely there is an extra horizontal line in the colorbar (at about 1100-1200).
How can I avoid that?

Device, Decomposed=1

http://www.idlcoyote.com/color_tips/lineinct.html

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.")
