
Subject: Re: cgContour Update
Posted by [Dave\[4\]](#) on Thu, 23 Jun 2011 16:42:52 GMT
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On Jun 23, 2:50 am, David Fanning <n...@dfanning.com> wrote:

> Folks,
>
> A previous update to cgContour included a fix to repair
> axes after a filled contour was created. It turns out
> this repair is unnecessary and should not be applied
> when the OVERPLOT keyword is used. A new version of this
> well-used program is now available:
>
> <http://www.idlcoyote.com/programs/cgcontour.pro>
>
> Cheers,
>
> David
>

Hi, david:

It's still not work correctly, like following code:

```
cgcontour, dist(30), /cell_fill
```

and by the way, xstyle and ystyle do not work correctly for cgcontour,
like:

```
cgcontour, dist(30), /cell_fill, xstyle=4, ystyle=4
```

> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: cgContour Update
Posted by [Dave\[4\]](#) on Fri, 24 Jun 2011 13:33:42 GMT
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On Jun 24, 12:42 am, Dave <daikan1...@tom.com> wrote:

> On Jun 23, 2:50 am, David Fanning <n...@dfanning.com> wrote:
>
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>> David Fanning, Ph.D.
>> Fanning Software Consulting, Inc.
>> Coyote's Guide to IDL Programming:http://www.dfanning.com/
>> Sepore ma de ni thue. ("Perhaps thou speakest truth.")- Hide quoted text -
>
> - Show quoted text -
```

Thanks, David. The latest source code have fixed this problem.
