## Posted by Dave[4] on Thu, 23 Jun 2011 16:42:52 GMT View Forum Message <> Reply to Message 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 View Forum Message <> Reply to Message On Jun 24, 12:42 am, Dave <daikan1...@tom.com> wrote: > On Jun 23, 2:50 am, David Fanning <n...@dfanning.com> wrote: > >> Folks,

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Subject: Re: cgContour Update

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>> Sepore ma de ni thue. ("Perhaps thou speakest truth.")- Hide quoted text -
> - Show quoted text -
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Thanks, David. The latest source code have fixed this problem.