
Subject: Re: cgContour: the inexplicable Scale_Vector Error
Posted by [David Fanning](#) on Mon, 07 May 2012 21:27:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

allisonjaynes@gmail.com writes:

> Hello! Here is a small issue that I've dealt with for a while now, but I'd like to ask: a) what is going on? and b) is there a way to end it?
>
> Whenever I start up a fresh IDL session and run a simple code calling cgContour whilst the ONIMAGE keyword is set, I get the following error...
>
> 'SCALE_VECTOR: Range max and min are coincidental'
>
> However, if I take 5 seconds to delete /ONIMAGE, run the code again, then replace /ONIMAGE, the problem goes away until the next session reset.
>
> I've searched for others' solution to this, to no avail. Any suggestions?

The ONIMAGE keyword to cgContour assumes you have first displayed an image with cgImage. But, more than that, it assumes you have displayed the image in a way that has set up a data coordinate system that cgContour can draw on. That is to say, you have called cgImage with either the SAVE or AXES keywords set, so that a data coordinate system is set up.

Here is an article with a more detailed discussion:

http://www.idlcoyote.com/cg_tips/linesonimage.php

I presume it works *after* you remove the ONIMAGE from cgContour because then cgContour will do the job that cgImage was suppose to be doing and sets up a data coordinate system (although maybe the wrong one!) that the ONIMAGE keyword can use. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: cgContour: the inexplicable Scale_Vector Error
Posted by [David Fanning](#) on Mon, 07 May 2012 21:34:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looking at the title of this thread again, I am reminded
by one of my favorite lines in the Princess Bride. Paraphrasing
a bit:

"I don't think "inexplicable" means what you think it means."

Cheers,

David

--

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

Subject: Re: cgContour: the inexplicable Scale_Vector Error
Posted by [allisonjaynes](#) on Tue, 08 May 2012 18:09:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Many thanks for the explanation. Of course, it works perfectly now that I save the axes in the
original image. (Saved by SAVE!) And I even understand why, which is equally as valuable as
getting the code to work.

Inconceivable!

On Monday, May 7, 2012 5:34:49 PM UTC-4, David Fanning wrote:

> Looking at the title of this thread again, I am reminded
> by one of my favorite lines in the Princess Bride. Paraphrasing
> a bit:
>
> "I don't think "inexplicable" means what you think it means."
>
> Cheers,
>
> David
>
>
> --
> David Fanning, Ph.D.

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