
Subject: cgContour: the inexplicable Scale_Vector Error
Posted by [allisonjaynes](#) on Mon, 07 May 2012 20:32:01 GMT
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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?
