
Subject: cgImage Update

Posted by [David Fanning](#) on Wed, 06 Feb 2013 14:20:59 GMT

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Folks,

When playing around with image transparency a couple of weeks ago, I added some code that introduced a change into the way cgImage interacted with the plotting system variables. Wayne Landsman pointed this out to me, and I set about restoring the correct functionality. But, as sometimes happens, I managed to botch the fix a couple of times.

I **believe** a correctly functioning version is now available (sigh...):

<http://www.idlcoyote.com/programs/cgimage.pro>

Sorry for the inconvenience. I try very hard to keep this sort of thing from happening. Coyote says it's about time I took some of the blame around here. :-(

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.")
