
Subject: Re: matchup of Map_set & contour
Posted by [Chris Lee](#) on Thu, 04 Sep 2003 15:23:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

In article <62cdb6eb.0309031011.6e9ce978@posting.google.com>, "Son"
<shson@darkstar.sr.unh.edu> wrote:

> Thanks a lot!
> Now, it works very well.
> When you have a time, please explain why 'contour' line should be after
> 'map_set' when you have a time? Son

Try setting the map projection to anything other than mercator (try
/goodes) and remove the limit. Plotting the contour before using map_set
causes a map to be drawn over the unprojected contour.

Contur (ing) after the map_set (with the /over keyword) tells IDL to use
the graphics projection that you have already set up.
