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Subject: Map projection border problem

Posted by [Ian E. Sprod](#) on Mon, 03 Apr 1995 07:00:00 GMT

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I have just noticed that IDL 3.6 and 3.0 display map projections differently...

.. IDL 3.6 puts a blank border around the map (even with /noborder). I can't seem to get rid of it using !p.position but this border completely upsets several programs of mine that create pixel-mapped GIF images.

Anyone solved this blank-border problem?

Any idea why RSI added this "feature"?

Thanks,

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