
Subject: Re: Huge Maps & a device for faking a large window

Posted by [btt](#) on Wed, 31 Mar 2004 20:46:33 GMT

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JD Smith wrote:

>

- > a) Does anyone know of a way to access the mapping transformations
- > directly (aside from re-coding them yourself), independent of any
- > particular window geometry? Why shouldn't I be able to perform an
- > arbitrary coordinate transformation using one of the many mapping
- > transforms MAP_SET offers? Coupling this to a specific display
- > device size is an unnecessary limitation.

Hi JD,

I think the MAP_PROJ_XXXX routines introduced in v 5.6 are supposed to let you configure !MAP and make map data transformations without rendering to an output window.

Ben
