
Subject: Re: map projection / poly fill bug
Posted by [Ian E. Sprod](#) on Tue, 02 May 1995 07:00:00 GMT
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stevep@rsinc.com (Steve Penton) wrote:

>
> In article <3n3clr\$ng3@post.gsfc.nasa.gov> "Ian E. Sprod"
> <Ian.Sprod@gsfc.nasa.gov> writes:
>> I have found a bug in IDL when plotting polygons onto
>> a map projection. If the polygon is on the edge of the
>> map then streaks of color are drawn from the edge of
>> the map to the edge of the screen Clearly the coordinate
>> mapping has gone awry in this case.
>> Anyone else hit this problem?
>>
>> Any answers? RSI?
>>
> Yes, We are here.
>
> Indeed this is a problem. IDL4.0 gets around this polyfill
> limitation with a horizon clipping algorithm added to
> map_continents (maps in IDL4 include continents as polygons).
>
> Steve Penton
> stevep@rsinc.com

Well this is one IDL user eagerly awaiting his CDROM in the mail
with IDL 4.0 on it!

Could you post a list of _all_ the bug-fixes in IDL 4.0?

ian
