
Subject: Re: how to use map_set in object graphics programming

Posted by [Mark Hadfield](#) on Tue, 04 Oct 2005 20:29:31 GMT

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shengbaojun wrote:

>> I hope I can use map_set to draw a background map in

> IDLWidgetContro when IDLWidgetControl's Graphics_Level is set to 2.

A GRAPHICS_LEVEL of 2 implies an Object Graphics draw widget, so you cannot use MAP_SET, which is a Direct Graphics command.

For examples of creating projected maps in Object Graphics, see the documentation for the MAP_PROJ_FORWARD function. Unfortunately it's a bit more verbose and complicated than the Direct Graphcis mapping functions.

The Imap tool uses Object Graphics & map projections.

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