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

Posted by [shengbaojun](#) on Tue, 04 Oct 2005 14:00:14 GMT

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> From your advice,I get the idea,that is to say ,To construct a background map in IDL's object programming,I must use Map_proj* and IDLgr* to draw them step by step rather than using map_set draw them directly in direct graphic programming.

I want to know the possibility of using map_set in IDLWidgetControl.I use the Microsoft Visual C# plus IDLWidgetControl 3.0 to construct an application.I hope I can use map_set to draw a background map in IDLWidgetControl when IDLWidgetControl's Graphics_Level is set to 2.But I can not success.

IF the above idea is not full,I means I must use Map_proj* and IDLgr* to draw map,Could you please give me something advice.

Thank a lot!
