I just wrote:
: Do I really have to tweak the window's scaling factors manually
: in order to get a true map projection?
 No.

After messing around with Tech. support for a little while (I thought
that they had hung up, but they actually call you back), I found out
that they have added a key word to MAP_SET that creates a properly
scaled projection. The /ISOTROPIC keyword is available in our
version (3.6.1a), but isn't documented in the 3.6 documentation.

Have a nice day,
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