Subject: Re: map_set, !map, !x, !p.position (and behind this curtain, !x.*)
Posted by savoie on Thu, 23 Mar 2006 15:21:51 GMT
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"Ed Hyer" <ejhyer@gmail.com> writes:

> Hi IDL Genii,
>
> Everything would be dandy if I could just call
>
> MAP_SET,<PROJECTION INFO>,POSITION=<POSITION>,LIMIT=<LIMIT>
>
> Searching the newsgroup for help with this, I heard someone call for
> putting a keyword into MAP_SET to take output from MAP_PROJ_INIT. Hear
> hear!!!

I don't know if it was me or not. But I speak up for wanting this
functionality.

>
> I'm sure there's a 20-line kluge to get around this, and hey-- my teams
> are all out of the tournament, what was I gonna do this weekend anyway?
>

When you get this finished, would you mind posting the answer. I've always
just done without.

Thanks
Matt

--
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