
Subject: Re: Day/Night Terminator on Map Projection
Posted by [David Fanning](#) on Thu, 13 Apr 2006 15:20:07 GMT
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David Fanning writes:

> You can see the code I came up with and a nice picture
> here:
>
> http://www.dfanning.com/map_tips/terminator.html
>
> To run the code, you will need to have both the Coyote
> Library and the JHUAPL Library on your IDL path.

Yikes! Matt Savoie just pointed out a very interesting problem with the code on LINUX machines. It seems that on LINUX (and possibly UNIX, I don't know) that issuing a MAP_SET command changes the state of !P.MULTI. This causes problems with TVIMAGE that I wasn't aware of.

Here is an IDL session on my LINUX box:

```
IDL> Print, !P.MULTI
  0 0 0 0 0
IDL> Map_Set, /Cylindrical
IDL> Print, !P.MULTI
-1 0 0 0 0
```

An obvious workaround is to put a !P.MULTI=0 command after every MAP_SET, but maybe there is something less ugly than that available. I'll poke around a bit.

But in the meantime, I've put new code on my web page that contains the workaround.

Cheers,

David

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