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Subject: Re: map\_set stereographic projection  
Posted by [David Fanning](#) on Fri, 28 Apr 2006 14:24:02 GMT  
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kuyper@wizard.net writes:

```
> stereo = MAP_PROJ_INIT('Stereographic', CENTER_LONGITUDE=-105, $  
> CENTER_LATITUDE=90)  
>  
> etc.
```

Ah, *very* helpful!! I had to add a POSITION=[0,0,1,1] to your MAP\_SET command, but now I have the image in the correct position with respect to the map. This whole business with the UV coordinates was *exactly* what I wanted to know about. Thanks for this!

Cheers,

David

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