Subject: Re: map_set stereographic projection
Posted by David Fanning on Fri, 28 Apr 2006 19:52:21 GMT

Mr. Kuyper,

What can you tell us about UV coordinates? The IDL
documentation is (as usual) silent about this point,
simply referring to them as "XY Cartesian coordinates".
Do we know, or care, what they *really* are?

An hour search on Goggle was equally unenlightening,
except in referring to UV coordinates in the context
of texture mapping, which I assume is not *really*
how they are being used here.

And please, sir, tell us how you stumbled onto using
MAP_PROJ_* functions to solve this registration problem.

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/