Subject: map_image in IDL

I am trying to map an image to a map in IDL. I use map_set to establish
the type of map I am creating, then I use map_image to create the image I
will be using. The image is an integer array of the size (2048,1024). When
map_image is used, the result is an array about half the size.
Unfortunately, the image is no longer smooth. Is there any way to force
map_image to give me an output array equal in size to my input array?

Any assistance would be appreciated.

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