
Subject: Problem when using polyfill with maps

Posted by [Philippe Peeters](#) on Wed, 15 May 1996 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have a problem when I try to draw filled polygons on a map.

I didn't find an answer in the FAQ so here is my problem:

I would like to draw rectangular "pixels" onto a map using polyfill but every pixels (rectangular area) near the edge of the map is deformed and extent outside the window border. The result is rather ugly.

I have try to add 'limit' to map_set, noclip=0 to polyfill with no success.

Is this a known bug? Is there a fix to this?

--

Philippe Peeters

Belgian Institute for Space Aeronomy | Tel : +32-2-373.03.81
Institut d'Aeronomie Spatiale de Belgique| Fax : +32-2-374.84.23
3 Avenue Circulaire | Email : Philippe.Peeters@oma.be
B-1180 Brussels, Belgium |
