Subject: Re: map\_image edge distortion Posted by mankoff on Wed, 12 Nov 2008 13:37:14 GMT

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On Nov 11, 10:19 pm, David Fanning <n...@dfanning.com> wrote:
> mankoff writes:
>> I'm confused by few simple commands. I'm trying to produce a basic map
>> (for cutting up and putting into Google Maps). It needs to be mercator
>> projection, square, and some multiple of 256x256. I thought the
>> following code might do it:
\rightarrow data = randomu(foo,64,64)
>> window, 0, xsize=256,
>> ysize=256
>> map_set, 0, 0, /mercator, position=[0,0,1,1]
>> img = map_image( data, xx, yy, xs, ys, /compress )
>> img = bytscl( img )
>> tv, img, xx, yy, XSIZE=xs, YSIZE=ys
>> img = tvrd()
>> write_png, 'map.png', img, r,g,b
>> But the resulting PNG has sidebars for some reason. What am I doing
>> wrong?
> I think you need to add a NOBORDER keyword to your MAP_SET
> command.
>
Thank you, that definitely helps. But now there is a 1 pixel border on
the left edge only. Am I missing a /I_REALLY_MEAN_IT_NO_BORDER
keyword?
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