
Subject: Re: map_image edge distortion

Posted by [mankoff](#) on Wed, 12 Nov 2008 13:37:14 GMT

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

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:

>

>> 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?

-k.