Subject: Re: map_image edge distortion
Posted by David Fanning on Wed, 12 Nov 2008 03:19:16 GMT

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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.

Cheers,

David

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")