
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.")
