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Subject: map\_image edge distortion

Posted by [mankoff](#) on Wed, 12 Nov 2008 01:11:52 GMT

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Hi Group,

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?

Thanks,

-k.

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