Subject: Re: map\_set and clip Posted by R.Bauer on Sat, 06 Dec 2008 16:12:16 GMT View Forum Message <> Reply to Message

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Reimar Bauer schrieb:
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```
> Hi
>
> I am wondering currently why /clip removes some polylines in the north
> and that the map with or without clip looks like a bit shifted towards
> north.
>
     position = [0.0, 0.0, 1, 1]
>
>
     x = INDGEN(360)
>
     y = INDGEN(180)
>
     z = DIST(360,180)
>
>
     surface, z, x, y, /nodata, position=position, /save, xstyle=1, ystyle=1
>
>
     map_set,z=0,/t3d,/noerase,/mer,/cont,position=position,clip= 1
>
>
>
> Any ideas?
> cheers
> Reimar
```

To answer my own question

someone from creaso helped me to understand that's it can't work with map\_set and a projection type.

Because the map will be deformed so it can't be the projection you have choosen.

Reimar