
Subject: Re: map_set and clip

Posted by [R.Bauer](#) on Sat, 06 Dec 2008 16:12:16 GMT

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Reimar Bauer schrieb:

> 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
chosen.

Reimar
