
Subject: Re: Map Projection Bug
Posted by [cgpadwick](#) on Thu, 15 Jan 2009 21:21:54 GMT
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David,

I see what you are getting at now. !MAP indeed does not change during the successive calls. I think your theory that there is an undocumented internal variable is sound. thanks for posting this, I'll keep this in mind when working with the map stuff.

Chris
