
Subject: Re: Map Projection Bug
Posted by [pgrigis](#) on Thu, 15 Jan 2009 20:43:49 GMT
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Ed Hyer wrote:

> David,
>
> Wow, this is really a tough one. Out of curiosity, I just did a quick
> scan through all the map_* routines in /idl/lib/, and I'm pretty
> confident that whatever is getting modified by the call to
> map_proj_init(), it's not a ! system variable. There was one
> suspicious line, 'suspicious' in that "I don't understand it." When
> creating a new MapStruct, it starts from !MAP, but does it like this:
>
> sMap = {!MAP}
>
> What means the curly braces?

It copies a structure, setting to 0 (or empty strings)
all the values of its tags.

Paolo
