
Subject: Re: Map Projection Bug

Posted by [MarioIncandenza](#) on Thu, 15 Jan 2009 20:27:47 GMT

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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?
