cgpadwick@gmail.com writes:

> Everytime Map_Proj_Init is called it modifies the internal !MAP
> structure. So your second call is modifying !MAP and that's why it's
> behaving the way it is.

That was my first thought, too, but there is no evidence
of it. Since I am using the GCTC map projections, I am
not touching !MAP, and its values are all zero throughout
my example.

It is likely that there is an (undocumented) internal
configuration that gets set with MAP_PROJ_INIT, but
I have no idea what it is or how to reset it.

Cheers,

David
--
David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")