Subject: Re: Map Projection Doom and Gloom Posted by R.G. Stockwell on Sat, 30 May 2009 18:32:11 GMT

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- "R.G. Stockwell" <noemail87@please.com> wrote in message news:gvrtgr\$u47\$1@aioe.org...
- > "David Fanning" <news@dfanning.com> wrote in message
- > news:MPG.248b0b41b41ca1f498a6ca@news.giganews.com...

- >> Here is the crux of my advice: If you are going to use
- >> a map structure for *ANYTHING* (and I really do mean
- >> *ANYTHING*!!), then be absolutely sure you execute
- >> the MAP_PROJ_INIT command *IMMEDIATELY* prior to using
- >> the friggin' thing!

> ...

>

> sounds scary.

ok, read the web page.

lol, spooky action at a distance. Important to keep in mind.

wow, that is really unbelievable. It'd be interesting to see what is really going on. I bet when you pass the map stucutre, that the map routines are not using it but instead using the !Map variables.

A quick check shows !map is empty before and after, so that is not it. They must use a secret undocumented map system variable.

cheers, bob