
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:gvrtrgr\$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
