
Subject: Re: I'm doing something wrong with map_image

Posted by [almost_like_a_metapho](#) on Wed, 01 Jun 2011 23:32:29 GMT

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Solution is working like a charm.

At some point I'm going to have to figure out if I can read in a small portion of a large image, to save on i/o. Assoc might do it, if I understand assoc correctly. (e.g. a 36000 x 18000 cylindrical projection image (with .01 degrees per pixel, of which I'd like to read in only a 2x2 degree square).

N
