
Subject: Bug when using colored land fill on maps with cgm device?

Posted by [Sverre Solberg](#) on Tue, 09 Aug 2011 07:45:08 GMT

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The code below creates strange results when turning on the cgm and the land_fill. The colored areas get messed up. This is obviously related to the clipping. When taking out the 'clip=0' in the call to map_set, it all looks fine. And when plotting to e.g. the screen the problem is not seen. Looks like a bug?

PRO Maptest, cgm=cgm, fill_land=fill_land

IF KEYWORD_SET(cgm) THEN set_plot,'cgm'

loadct, 39

!P.color = 0

!P.background = !D.n_colors-1

;;..map projection defined here:

P0lat = 90

P0lon = -32

minlat = 35

maxlat = 90

minlon = -20

maxlon = 60

map_set, P0lat, P0lon, /stereo, title = title, \$

e_horizon = {fill:1, color:90}, \$

limit = [minlat, minlon, maxlat, maxlon], clip = 0

IF KEYWORD_SET(fill_land) THEN BEGIN

map_continents, /countries, /coast, /overplot, /cont, \$

/fill_cont, color = 170

ENDIF

;;..draw the coast and border lines:

map_continents, /countries, /coast, /overplot, /cont

END
