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

Posted by [David Fanning](#) on Tue, 09 Aug 2011 13:22:54 GMT

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Sverre Solberg writes:

> 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?

In the CGM driver!? Goodness! Even if you found a bug
(and I doubt it), the last time anyone looked at the
code in that driver was long before most of the current
programmers at ITTVIS were born! I'd set CLIP=0 and
be grateful the thing even works at all!

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
