
Subject: Re: Function Graphics Map Projection Woes
Posted by [David Fanning](#) on Mon, 19 Sep 2011 16:13:00 GMT
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Mark Piper writes:

- > I'm standing by my initial assertion that about 95 percent of (New)
- > Graphics works well

I'm sure this is true. It's just that the first six things I have tried in function graphics have all been broken. I calculate the chance of that happening must be 1 in a million. Go figure! ;-)

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.")
