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Subject: Re: IDL

Posted by [David Fanning](#) on Thu, 05 Jan 2012 15:49:47 GMT

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shambhu writes:

```
> I called the routine cgmap_define.pro to execute map -> Erase
>
> I got the following error.
>
> % Attempt to call undefined method: 'CGMAP::ERASE'.
> % Execution halted at: REFER
```

The latest Coyote Graphics mapping routines can be found here, under "Software":

<http://www.idlcoyote.com/store>

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.")

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