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Subject: Re: Image -> KML

Posted by [DavidF\[1\]](#) on Mon, 22 Oct 2012 21:05:25 GMT

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Nata writes:

> And if I don't have IDL 8 ?

I'm thinking about something for the rest of us. This should be easy. All the parts are in place in the Coyote Library, cgWarpToMap, cgFindMapBoundary, cgMap. All you really have to do is wrap this up in some KML code.

The hard part is finding a little bit of time to do it. :-)

Cheers,

David

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