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Subject: Re: attractive base map for animation

Posted by [David Fanning](#) on Thu, 08 Nov 2012 23:19:47 GMT

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Edward Hyer writes:

> Thanks! That was probably the most fun day of coding I've had in months! I just went ahead and had the API draw what I needed on the map. I think it's pretty awesome that you got the map graphics pulled into a `cgMap()` object, but I didn't end up messing with that because objects (read: because I am a Neanderthal.)

The only thing you have to know about a map object is how to set up the map coordinate space with it:

map -> Draw

That does it! Even Neanderthals ought to be able to figure that out. ;-)

Cheers,

David

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

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

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