
Subject: Re: Box Axes with Map Function
Posted by [David Fanning](#) on Tue, 04 Dec 2012 15:36:55 GMT
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Paul van Delst writes:

> If it makes you feel any better, I don't see how Alain's answer is any
> more "correct" compared to yours.

You are probably right. Initially, I thought it would be faster than mine, because there is a time penalty in creating two map projections. But, as it happened, mucking around with each label of the grid object with a FOREACH loop was even slower.

Still, I think it is a more "elegant" solution. Creating two of everything, just so you can get things to "work" smacks of hacksterism to me. :-)

Cheers,

David

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