
Subject: Re: cgMap_set Horizon Fix

Posted by [David Fanning](#) on Thu, 28 Feb 2013 15:00:30 GMT

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Sean Elvidge writes:

> I noticed that in cgMap_set the horizon keyword has gone missing from the call to the map_set procedure i.e. a line needs to be added after line 467 to call it.

>

> cgMap_set should read:

>

> line 467: GNOMIC = gnomic, \$

> line 468: HAMMER = hammer, \$

> line 469: HORIZON = horizon, \$

> line 470: ISOTROPIC = iso, \$

Done. Thanks!

http://www.idlcoyote.com/programs/cgmap_set.pro

Cheers,

David

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

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