
Subject: Re: shading (polyfill) of continents outlines. How to ?
Posted by [<TPATTERS](#) on Mon, 17 Jan 1994 10:16:07 GMT
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The IDL map doesn't have closed polygons as far as I remember.
You need to find a map that does and you'll have to write some
plotting routines for yourself (At least, I remember doing this
in PV-Wave. Maybe I still have the map I used if you can't find one).
