
Subject: map_set, displaying with 0 margin
Posted by [stl](#) on Tue, 05 Jul 1994 06:29:12 GMT
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hi,

has anyone found a way to display stuff with map set with no margin around the map. Noborder gets rid of the drawn in border, and X[y]margin just seem to always leave a little margin. I have also tried using !p.region, !p.position and even !x[y].omargin, all to no success. I just would like the map to extend to the edge of the window.

thanks for any information

-stephen

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