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Subject: Change in Map\_Continent behavior?

Posted by [corinne101](#) on Wed, 14 Mar 2007 22:47:55 GMT

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I am updating some calculations + plots that I did last using idl 6.1 in 2005.

I am now using idl 6.3 (Mac OS X 10.3.9).

I plot the results using a conic map projection. In the past, a call to map\_continents would result in the continents being drawn in any area within the border of the map window, even outside the boundaries of the projection.

The same call now results in continents being clipped at the edge of the projection boundary, to the North & South (but not to the West or East).

I still have idl 6.1 on the machine, so I tried a simple map plot using both idl 6.1 and 6.3 and can see the difference.. (I don't have idl 6.2, so I don't know what it does).

I did a "diff" on map\_continents.pro in the 6.1 & 6.3 directories and see only minor changes to the comments.

The following sequence of commands will illustrate the behavior:

```
clons = [-70.0000 , 20.0000]
clats = [-65.0000 , 0.00000]
mlon = (clons(0)+clons(1))/2. & mlat = (clats(0)+clats(1))/2.
map_set,0.,mlon,/conic,/iso,stand=mlat,title = title,limit=$
      [clats(0),clons(0),clats(1),clons(1)]
map_continents,/fill,color=180
```

Clip=0 on the map\_set call results in continents that spill over the border of the map window.

Any idea what changed between idl 6.1 & 6.3 that is responsible for this difference? The current behavior is perhaps more correct, but I preferred the old behavior.

Thanks.

Corinne

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Subject: Re: Change in Map\_Continent behavior?

Posted by [btt](#) on Fri, 16 Mar 2007 15:24:03 GMT

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corinne101@gmail.com wrote:

```
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> preferred the old behavior.
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> Thanks.
>
> Corinne
>
```

Hi,

That is a funny (wierd, not haha) thing. My first thoughts turn to

pixelation - drawing a high resolution map into a space with a limited number pixels. But the 6.1 -> 6.3 seems a little funny. Perhaps you could compare the !X, !Y and !Map between the versions. But suppose you do find a difference - then what? Not sure I have any ideas beyond that.

Ben

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