I have just noticed that IDL 3.6 and 3.0 display map
projections differently...

.. IDL 3.6 puts a blank border around the map (even
with /noborder). I can't seem to get rid of it using
!p.position but this border completely upsets several
programs of mine that create pixel-mapped GIF images.

Anyone solved this blank-border problem?

Any idea why RSI added this "feature"?

Thanks,