Subject: Re: map projection / poly fill bug
Posted by stevep on Wed, 19 Apr 1995 07:00:00 GMT
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In article <3n3clr$ng3@post.gsfc.nasa.gov> "Ian E. Sprod"
<Ian.Sprod@gsfc.nasa.gov> writes:
> I have found a bug in IDL when plotting polygons onto
> a map projection. If the polygon is on the edge of the
> map then streaks of color are drawn from the edge of
> the map to the edge of the screen Clearly the coordinate
> mapping has gone awry in this case.
> Anyone else hit this problem?
>
> Any answers? RSI?
>
  Yes, We are here.

  Indeed this is a problem. IDL4.0 gets around this polyfill
limitation with a horizon clipping algorithm added to
map_continents (maps in IDL4 include continents as polygons).

    Steve Penton
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