
Subject: map_set and clip

Posted by [R.Bauer](#) on Tue, 02 Dec 2008 18:02:26 GMT

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Hi

I am wondering currently why /clip removes some polylines in the north and that the map with or without clip looks like a bit shifted towards north.

```
position = [0.0, 0.0, 1, 1]
```

```
x = INDGEN(360)
```

```
y = INDGEN(180)
```

```
z = DIST(360,180)
```

```
surface,z,x,y,/nodata, position=position,/save,xstyle=1,ystyle=1
```

```
map_set,z=0,/t3d,/noerase,/mer,/cont,position=position,clip= 1
```

Any ideas?

cheers

Reimar

Subject: Re: map_set and clip

Posted by [R.Bauer](#) on Sat, 06 Dec 2008 16:12:16 GMT

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Reimar Bauer schrieb:

> Hi

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> and that the map with or without clip looks like a bit shifted towards

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> map_set,z=0,/t3d,/noerase,/mer,/cont,position=position,clip= 1

>

>
> Any ideas?
>
> cheers
> Reimar

To answer my own question

someone from creaso helped me to understand that's it can't work with
map_set and a projection type.

Because the map will be deformed so it can't be the projection you have
chosen.

Reimar
