Subject: Bug when using colored land fill on maps with cgm device?
Posted by Sverre Solberg on Tue, 09 Aug 2011 07:45:08 GMT

The code below creates strange results when turning on the cgm and the
land_fill. The colored areas get messed up. This is obviously related
to the clipping. When taking out the 'clip=0' in the call to map_set,
it all looks fine. And when plotting to e.g. the screen the problem is
not seen. Looks like a bug?

```
 ----------------------------------------------------------- -----------
PRO Maptest, cgm=cgm, fill_land=fill_land

  IF KEYWORD_SET(cgm) THEN set_plot,'cgm'

  loadct, 39
  !P.color = 0
  !P.background = !D.n_colors-1

;..map projection defined here:

  P0lat  =  90
  P0lon  = -32
  minlat =  35
  maxlat =  90
  minlon = -20
  maxlon =  60

  map_set, P0lat, P0lon, /stereo, title = title,       $
    e_horizon = {fill:1, color:90},                 $
    limit = [minlat, minlon, maxlat, maxlon], clip = 0

  IF KEYWORD_SET(fill_land) THEN BEGIN
    map_continents, /countries, /coast, /overplot, /cont, $
      /fill_cont, color = 170
  ENDIF

;..draw the coast and border lines:
  map_continents, /countries, /coast, /overplot, /cont

END
```

Subject: Re: Bug when using colored land fill on maps with cgm device?
Posted by David Fanning on Tue, 09 Aug 2011 13:22:54 GMT

Sverre Solberg writes:

> The code below creates strange results when turning on the cgm and the
> land_fill. The colored areas get messed up. This is obviously related
> to the clipping. When taking out the 'clip=0' in the call to map_set,
> it all looks fine. And when plotting to e.g. the screen the problem is
> not seen. Looks like a bug?

In the CGM driver!? Goodness! Even if you found a bug
(and I doubt it), the last time anyone looked at the
code in that driver was long before most of the current
programmers at ITTVIS were born! I'd set CLIP=0 and
be grateful the thing even works at all!

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")