
Subject: cgMap_set Horizon Fix
Posted by [seanelvidge](#) on Thu, 28 Feb 2013 14:35:25 GMT
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Hi all,

I noticed that in cgMap_set the horizon keyword has gone missing from the call to the map_set procedure i.e. a line needs to be added after line 467 to call it.

cgMap_set should read:

```
line 467: GNOMIC = gnomic, $  
line 468: HAMMER = hammer, $  
line 469: HORIZON = horizon, $  
line 470: ISOTROPIC = iso, $
```

Thanks,

Sean.
