## Subject: Re: Using map projections to display images Posted by Paul van Delst on Fri, 28 Aug 1998 07:00:00 GMT

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I notice that Liam Gumley has already replied to this question and it's probably a bit incestuous (Liam works just down the hall) but I have to recommend his IMAGEMAP.PRO (http://cimss.ssec.wisc.edu/~gumley/imagemap.html) procedure. For me, and others here at CIMSS, it has made displaying satellite imagery in any projection a no-brainer. He has also made changes recently to overlay multiple images also so you can display more than one orbit of satellite data without stringing all the input data into one huge array and then displaying that (although I don't think that version is available on his webpage yet).

That's all.

paulv

seanr@possys.com wrote:

- > UPDATE:
- >
- > Well, for those who have been following this thread, I have been playing with
- > MAP\_SET and MAP\_IMAGE and feel that I understand them much better now. I have
- > discovered a way to keep the resolution of my imagery \*almost\* the same.
- > Basically, MAP\_SET will create a window of a default size if one does not
- > exist, and MAP\_IMAGE will place the image warped to the selected projection
- > within that window...in a best fit. So, I set things up so that the window
- > size = image size of the raw image. (I will have to use tiling on my full
- > implementation anyway, so having a small window to put this all to is no big
- > deal, I will probably use a pixmap window, or possibly the z-buffer). Here is
- > a small snippet of my test code that will place the sub image in the map
- > projection and keep it at the correct resolution:

<code snippet snipped>

- > For my limited example, this works like a charm.
- > The one remaining problem I have is sometimes I can get a resulting image
- > back that is 187 by 125 or some such, usually only a pizel or two. What I
- > would like and have looked into a little is for MAP\_SET and MAP\_IMAGE to use
- > xsize and ysize values as passed in, and not the window size. Has anyone
- > attempted to do this, or should I go ahead and make my own?

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>

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