
Subject: Re: IDL5.2: map_proj_info
Posted by [davidf](#) on Wed, 09 Dec 1998 08:00:00 GMT
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Andy Loughe <afl@cdc.noaa.gov> used his secret decoder ring to write:

```
> <!doctype html public "-//w3c//dtd html 4.0 transitional//en">
> <html>
> &nbsp;
> <p>Hello,
> <p>I have tried to use "map_proj_info" within IDL5.2
> <br>(see page 67 of What's New in IDL 5.2), but have
> <br>had no luck with it.
> <p>Can someone give me a hint on how this potentially
> <br>useful routine works?&nbsp; There is no entry for this routine
> <br>in the online help, and I cannot find the source in
> <br>$IDL_DIR/lib (bad sign).
```

This is from my IDL 5.2 on-line help. Sure you are using the correct help file?

Cheers,

David

The MAP_PROJ_INFO routine returns information about the current map and/or the available projection. Mapping parameters should be setup via a call to MAP_SET before using MAP_PROJ_INFO.

Calling Sequence

Result = MAP_PROJ_INFO [, iproj]

Arguments

lproj

The projection index. If the CURRENT keyword is set, then the index of the current map projection is returned in lproj.

Keywords

AZIMUTHAL

Set this keyword if the projection is azimuthal. If the projection is not azimuthal, set this keyword to zero (the default).

CIRCULAR

Set this keyword for a circular or elliptical projection.

CURRENT

Set this keyword to use the current projection index and return that index in lproj.

CYLINDRICAL

Set this keyword for a cylindrical or pseudo-cylindrical projection.

LL_LIMITS

The geocoordinate rectangle of the current map in degrees (Lonmin, Latmin, Lonmax, Latmax). This range may not always be available, especially if the LIMIT keyword was not specified in the call to MAP_SET. If either or both the longitude and latitude range are not available, the minimum and maximum values will be set to zero.

NAME

Set this keyword to the name of the projection.

PROJ_NAMES

Set this keyword to a string array containing the names of the available projections, ordered by their indices. The first projection name is stored in element one.

UVRANGE

The UV coordinate limits of the selected map projection (umin, vmin, umax, vmax). UV coordinates are mapped to normalized coordinates using the system variables !X.S and !Y.S. These limits are dependent upon the selected projection, but independent of the current map.

UV_LIMITS

The UV bounding box of the current map (Umin, Vmin, Umax, Vmax).

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[Note: This follow-up was e-mailed to the cited author.]
