
Subject: Re: Combining Velovect and Map_set graphic outputs in IDL

Posted by [davidf](#) on Thu, 25 Mar 1999 08:00:00 GMT

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Will Aicken (waicken@my-dejanews.com) writes:

> I'm having difficulty getting a coastline to successfully overlay on top of
> wind vectors produced using velovect. I'm calling velovect first to plot the
> vectors, and then map_set with noerase switch. Unfortunately it seems really
> difficult to get the coastline to plot to the same limits as the velovect
> output, even juggling the 4 element limit keyword in map_set. Anybody tried
> this before and been successful?

Uh, I think you are juggling the wrong 4-element vector.
You will have more success juggling the POSITION keyword
(for **both** routines). :-)

Cheers,

David

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