Subject: Combining Velovect and Map_set graphic outputs in IDL
Posted by waicken on Thu, 25 Mar 1999 08:00:00 GMT

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?

Will Aicken

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