
Subject: Re: plotting vectors on maps

Posted by [David Fanning](#) on Mon, 17 Jun 2002 16:07:11 GMT

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David Bowman (dbowman@fullerton.edu) writes:

> Hi All. I've been banging my head against the wall trying to get IDL to
> plot vectors onto a map. VEL, VELOVECT and their cousins work ok,
> however they all require gridded data. My data are a dozen or so more
> or less randomly located geographical points with X (East) and Y (North)
> velocity components. Does anybody have/know of a simple plot routine
> that accepts U,V,x,y as vectors, rather than 2-D arrays?

VELOVECT doesn't require gridded data. That is the whole point of the optional X and Y vectors. These vectors place the vectors randomly on the plot.

Cheers,

David

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