
Subject: Re: displaying things above the earth in a map projection

Posted by [John R. Iverson](#) on Wed, 25 Sep 2002 17:47:45 GMT

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First of all, thanks!

Second, I have 2 questions:

1. it doesn't seem like this works while preserving the orthographic projection. Is there any way I can use the transformation set up by the map_set command to throw my data into space?

2. I guess I just don't understand why this command doesn't do what I think it should? (draw a line from the map to the symbol you brought up earlier):

```
plots, [45, 45], [45, 45], [0, 0.25], /t3d
```

I really appreciate the help given to this IDL newbie!

-Rob

David Fanning wrote:

>

> John R. Iverson (jriver@sandia.gov) writes:

>

>> Is there a way to plot things above the earth when using any kind of map projection?

>>

>> I tried plots, [-106], [35], [1.5], psym=5 but it always shows up on the surface. I tried adding a /t3d to that command.

>>

>> Is there any way to do this? I think I'd prefer to stick with direct graphics...

>

> scale3, xrange=[-180, 180], yrange=[-90, 90], zrange=[0,1]

> map_set, /cylindrical, /t3d, /grid, /continent

> plots, 45, 45, 0.25, /t3d, psym=4, symsize=5.0

>

> Cheers,

>

> David

> --

> David W. Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Phone: 970-221-0438, E-mail: david@dfanning.com

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