
Subject: Re: "TRUE" map projections

Posted by [zawodny](#) on Wed, 25 Jan 1995 13:19:07 GMT

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In article <3g3rod\$pp@lace.Colorado.EDU> afl@bjerknes.cdc.noaa.gov (Andy Loughe) writes:

> How can one obtain (for example) a "true" Mercator map

> projection in IDL? Sounds rather academic, doesn't it?

...

> There must be a single, proper aspect ratio for

> a map to be called a "true" Mercator projection. Is IDL capable

> of producing "true" map projections, or is one able to arbitrarily

> re-shape the projection into any form he wishes such that the

> specification of the projection is all but pointless? Does one

> simply say "hmmmm, looks good to me" and move onto the next task?

I definitely fall into the "looks good enough to me" category. Where ever possible I use "circular" map projections and the SET_ISOXY routine. But, as you point out, there is no such fool-proof method for doing a similar thing with non-circular maps. It would be very nice/useful/important to have a keyword (eg. /true or /auto_aspect) for map_set. Adjusting these maps manually is a real pain because it requires an intimate knowledge of the proper aspect ratio of a map of the full globe (where allowed or appropriate) and the coordinate transformation. Since IDL already "knows" this information it seems reasonable that it could/should do this calculation for the user.

Speak and be heard.

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