
Subject: Re: Drawing map in 3D plot
Posted by [David Fanning](#) on Fri, 25 Jun 2004 19:52:04 GMT
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Kenneth Bowman writes:

- > Any idea why the Antarctic coastline is cut off? The gap appears to be
- > related to the aspect ratio of the window. Try changing the shape of
- > the window (either tall or wide) and rerun the commands above.
- > Apparently, coastlines are not drawn close the bottom of the window.
- >
- > This is in a new IDL session. I have not set any margins, etc. It
- > happens with both the X and PS devices.
- >
- > Any idea how to fix this?

I fixed it like this:

```
x = -180.0 + 360.0*RANDOMU(seed, 100)    ;Make some random data
y = -90.0 + 180.0*RANDOMU(seed, 100)
z =      1000.0*RANDOMU(seed, 100)

PLOT_3DBOX, x, y, z, $
  PSYM = 3, $
  XTITLE = 'Longitude', $
  XSTYLE = 1, $
  XRANGE = [-180.0, 180.0], $
  XTICKS = 4, $
  XMINOR = 3, $
  YTITLE = 'Latitude', $
  YSTYLE = 1, $
  YRANGE = [-90.0, 90.0], $
  YTICKS = 6, $
  YMINOR = 3, $
  ZTITLE = 'Altitude (hPa)', $
  ZSTYLE = 1, $
  ZRANGE = [1000.0, 0.0], $
  ZTICKS = 5, $
  ZMINOR = 2

MAP_SET, /T3D, /CONT, Z = 1000.0, /NOERASE, $
  LIMIT = [-90.0, -180.0, 90.0, 180.0], /NOBORDER, $
  POSITION = [!X.WINDOW[0], !Y.WINDOW[0], !X.WINDOW[1], !Y.WINDOW[1]]
MAP_CONTINENTS, Z=1000.0, /T3D, /NOCLIP
```

Continents get clipped for some reason in 3D. Unfortunately,
the MAP_SET command doesn't pass the NOCLIP along to MAP_CONTINENTS,

so you have to call the latter command by itself.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
