
Subject: Re: Plotting 'continents' in object graphics...

Posted by [AJ](#) on Mon, 25 Oct 2004 10:40:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Noop, no idea. I just used these data as it was suggested by a previous post.

"Andrew Cool" <andrew.cool@dsto.defence.gov.au> wrote in message news:c6d70400.0410191422.5d40e23e@posting.google.com...

> "AJ" <a@nothing.com> wrote in message

news:<4162c4d2\$0\$21263\$6c56d894@diablo.nl.easynet.net>...

>> You could use the iTools to visualize this. Open a new iMap and then just

>> open the file using File/Open. The complete high resolution country

>> boundaries will be drawn, which might take a while. Now you can

>> interactively adjust all kinds of properties of the different country

>> visualizations and try different projections and limits.

>>

>> Alternatively you might adjust parameters through code or even read in the

>> file automatically through code. The code below gives some techniques...

>> should be run in IDL 6.1 and works with the world Shape file found at

>> <http://aprsworld.net/gisdata/world/>.

>>

>

> Hi AJ,

>

> I've found that the world.shp file from

> <http://aprsworld.net/gisdata/world/>

> tends to bust iMap in certain situations, whereas the cntry02.shp file

> that

> comes with the IDL distribution,

> C:\RSI\IDL61\resource\maps\shape\cntry02.shp,

> works OK. Apart from the gisdata file being 2MB larger, do you know

> what the difference between the two files is?

>

>

> Andrew

> DSTO, Adelaide, South Australia
