Liam Gumley wrote:
> James Kuyper wrote:
>
>> Liam Gumley wrote:
>> ...
>>
>>> For example, how do do you define a Lambert Azimuthal Equal Area
>>> Projection in direct graphics centered at a given lat/lon with a
>>> specified resolution, such as 1000 meters per pixel?
>>
>>
>>
>> Since the pixels per centimeter can be different for the x and y axis,
>> you'll have to decide which axis it is that you want to be at 1000
>> meters per pixel. Assuming that it's the Y-axis, this should do it:
>>
>> lat = 22
>> lon = 90
>> resolution = 1000.0
>> MAP_SET,lat,lon,/LAMBERT,scale=resolution*100*!D.Y_PX_CM,/hi res,/grid,/label
>>
>>
>> You didn't ask for the coastlines, the grid, or the labels, but I
>> thought it would be good to have something to tell whether the MAP_SET
>> was correct.
>
>
> Thanks James, I am quite familiar with using MAP_SET in this fashion. I
> am interested in learning how to achieve the same result with the
> MAP_PROJ commands.

Sorry - I'm not familiar with MAP_PROJ, since it's not available in the
version of IDL installed on our machines. What does MAP_PROJ do that
makes it unacceptable to use MAP_SET instead?