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Subject: Re: MAP\_SET vs MAP\_PROJ\_\*

Posted by [Liam Gumley](#) on Wed, 10 Nov 2004 16:37:15 GMT

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Ken Mankoff wrote:

> In a different thread, I mentioned MAP\_SET, and David Fanning wrote:  
>  
>> Well, the MAP\_PROJ\_\*\*\* routines are quite good and can be used with  
>> either direct or object graphics. And of course you get a much more  
>> complete set of map projections and options when you use them.  
>  
>  
> I hadn't know about the MAP\_PROJ\_\* routines, as I haven't used IDL since  
> 5.6 when they were introduced.  
>  
> I don't need the extra projections, nor the fine-grained detail of the  
> major/minor planet axes, etc.  
>  
> Can anyone recommend one over the other? Is there a speed difference?  
>  
> Also, this is an educational product, and it would be great for the kids  
> to be able to print & make globes out of their maps. Here are some  
> possibilities:  
> <http://www.progonos.com/furuti/MapProj/Normal/ProjPoly/Foldout/foldout.html>  
>  
> Has anyone added map projections to the IDL routines and can offer  
> advice? I am comfortable modifying the routines, and in the past have  
> added magnetically-aligned continents as an option to MAP\_CONTINENTS.  
>  
> Thanks,  
>  
> -k.

I'd love to see a simple example of how the MAP\_PROJ routines may be used with direct graphics. The object graphics example in the IDL documentation is beyond me...

For example, how 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?

Cheers,

Liam.

Practical IDL Programming

<http://www.gumley.com/>

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