
Subject: MAP_SET vs MAP_PROJ_*

Posted by [KM](#) on Wed, 10 Nov 2004 16:09:37 GMT

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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.
