Subject: Re: Overlay images from WMS servers (web mapping servers) on map projections

Posted by Jan Kristian Jensen on Wed, 08 Feb 2006 22:34:18 GMT

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liamgumley@gmail.com wrote:
> Jan,
>
> I encourage you to pursue the MAP_PROJ_INIT solution

[...]

> ; Configure direct graphics data coordinates to match map projection
> plot, map.uv_box[[0, 2]], map.uv_box[[1, 3]], position=[0.0, 0.0, 1.0,
> 1.0], $
>   /nodata, /isotropic, xstyle=5, ystyle=5, /noerase

Thank you Liam, I have made some initial tests and this seems to work pretty well. This is probably the way to go for a generic solution.

For my particular projection (EPSG:4326) an even simpler approach may be used:

limit = [59.5, 3.5, 61.0, 5.2] ; BoundingBox of wms call

plot, [limit[1], limit[3]], [limit[0], limit[2]], $
    position = [0.0, 0.0, 1.0,1.0], /nodata, xstyle=5, $
    ystyle=5, /noerase

Using the isotropic keyword seems to be wrong when the image is not rectangular (which it very well could be - at your WMS server, a new image to your liking is only one getMap request away). Further, the x and y axis will typically not have the same spacing - I don't know if this also could be a problem. However, I recall some hints from this group about using /isotropic to get more predictable results from routines like plot.

Jan

(Still pretty annoyed of why the straightforward map_set solution didn't work...)
--
Jan Kristian Jensen

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