Subject: map_set, !map, !x, !p.position (and behind this curtain, !x.*)
Posted by MarioIncandenza on Thu, 23 Mar 2006 03:22:51 GMT

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Hi IDL Genii,

Everything would be dandy if I could just call

MAP_SET,<PROJECTION INFO>,POSITION=<POSITION>,LIMIT=<LIMIT>

But in my application, the map projection and limit must be set OUTSIDE
of the routine, and the position must be set INSIDE (the routine draws
the map, overlays the contours, and then draws a colorbar legend and
some additional annotation).

IDL help notes that MAP_SET changes the !X.TYPE variable, but MAP_SET
definitely does more than that to !X and !Y, things that (AFAIK)
MAP_PROJ_INIT isn't made to do.

The only information that really has to be specified outside the
routine is the projection type and the map boundaries (LIMIT). My
thought was to pass !MAP, !X, and !Y through, but the drawing calls
just ignore the !P.POSITION keyword when I do that. I can't find a way
to pass this information without passing all those projection
parameters, which is-- well, incomplete, non-robust, and just plain
ugly.

Searching the newsgroup for help with this, I heard someone call for
putting a keyword into MAP_SET to take output from MAP_PROJ_INIT. Hear
hear!!!

I'm sure there's a 20-line kluge to get around this, and hey-- my teams
are all out of the tournament, what was I gonna do this weekend anyway?