Subject: Re: Preserving coordinate transformation
Posted by Wox on Tue, 17 Oct 2006 11:11:37 GMT
View Forum Message <> Reply to Message

Save the !x, !y and !map after making the plot and restore them before
you use convert_coord.

On 17 Oct 2006 03:47:17 -0700, "Sverre Solberg" <sso@nilu.no> wrote:

> I plot a map (by the MAP_SET etc routines) inside a widget_draw area
> using "/button_events". When the user is clicking on the map the
> program use the event (x and y) and the "convert_coord" to compute the
> geographical coordinates of the position. However, when making other
> plots in between, opening other draw widgets, the built-in coordinate
> transformations (device->data) changes and destroys the conversion to
> geo. coord. next time this window is clicked on. How could I store the
> coordinate transformation? If it was a simple 2D plot, without the map,
> I could just save the !x and !y variables and compute the conversion
> myself, but that dont work when there's a map projection. I then need
> to know how idl converts from device coordinates (returned by widget
> draw) to map coordinates (lat/long) and I havent been able to find out
> that. Any hints?
>
> Sverre