Subject: Preserving coordinate transformation
Posted by Sverre Solberg on Tue, 17 Oct 2006 10:47:17 GMT

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