Subject: Re: AVHRR Image Mapping Problem
Posted by David Fanning on Sat, 16 Dec 2006 01:45:40 GMT

David Fanning writes:

> Whoa!! About the third number I switched suddenly solved
> the problem! Uh, how do I justify THIS!? Talk about an
> empirical programming style...

Just for completeness, here is my *final* solution. (That
is, I'm not fooling with it anymore!)

Here are the changes I made:

  1. Changed standard parallels from -19 and 21 to
     -19.9999 and 20.0001. (Don't know if this is
     needed or not.)

  2. Changed the locations of the center of the corner
     pixels like this (found empirically):

   ; YX coordinates of the four corners (LL, UL, UR, LR)
   ; longitude = [-23.49, -24.6,   64.523, 63.414]
     longitude = [-22.49, -24.6,   64.523, 61.414]
   ; latitude = [-42.243, 43.711, 43.712, -42.242]
     latitude = [-42.743, 43.711, 43.712, -40.500]

Here is how the final map projection looks now:

   http://www.dfanning.com/misc/final.png

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")