
Subject: Re: Change in Map_Continent behavior?

Posted by [btt](#) on Fri, 16 Mar 2007 15:24:03 GMT

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corinne101@gmail.com wrote:

> I am updating some calculations + plots that I did last using idl 6.1
> in 2005.
>
> I am now using idl 6.3 (Mac OS X 10.3.9).
>
> I plot the results using a conic map projection. In the past, a call
> to map_continents would result in the continents being drawn in any
> area within the border of the map window, even outside the boundares
> of the projection.
>
> The same call now results in continents being clipped at the edge of
> the projection boundary, to the North & South (but not to the West or
> East).
>
> I still have idl 6.1 on the machine, so I tried a simple map plot
> using both idl 6.1 and 6.3 and can see the difference.. (I don't have
> idl 6.2, so I don't know what it does).
>
> I did a "diff" on map_continents.pro in the 6.1 & 6.3 directories and
> see only minor changes to the comments.
>
> The following sequence of commands will illustrate the behavior:
>
> clons = [-70.0000 , 20.0000]
> clats = [-65.0000 , 0.00000]
> mlon = (clons(0)+clons(1))/2. & mlat = (clats(0)+clats(1))/2.
> map_set,0.,mlon,/conic,/iso,stand=mlat,title = title,limit=\$
> [clats(0),clons(0),clats(1),clons(1)]
> map_continents,/fill,color=180
>
> Clip=0 on the map_set call results in continents that spill over the
> border of the map window.
>
> Any idea what changed between idl 6.1 & 6.3 that is responsible for
> this difference? The current behavior is perhaps more correct, but I
> preferred the old behavior.
>
> Thanks.
>
> Corinne
>

Hi,

That is a funny (wierd, not haha) thing. My first thoughts turn to pixelation - drawing a high resolution map into a space with a limited number pixels. But the 6.1 -> 6.3 seems a little funny. Perhaps you could compare the !X, !Y and !Map between the versions. But suppose you do find a difference - then what? Not sure I have any ideas beyond that.

Ben
