Subject: Re: google earth projections Posted by R.G. Stockwell on Tue, 04 Nov 2008 00:42:01 GMT

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description | color="block">cliamgumley@gmail.com> wrote in message
news:2f8cf74c-b86f-4ece-bb13-694bf3badde3@n1g2000prb.googleg roups.com...
On Nov 1, 2:20 pm, "R.G. Stockwell" <notha...@noemail.com> wrote:

- > Does anyone know the IDL map projection to use to make a
- > ground overlay in a kml file (to be viewed by a geobrowser such
- > as google earth?)

>

- > I've googled and have seen many different things stated,
- > so I am not sure if my use of cylindrical projection is right.

>

- > My figures are off, in that my continents do not match earth's continents
- > I am initiallty making a full globe image (-90 to 90 lat, -180 to 180
- > lon)
- > similar to the big blue marble example.

>

> http://www.gearthblog.com/blog/archives/2006/11/blue\_marble\_ time\_ani....

>

- > but my image of the global map, does not reproduce the continents like
- > in those
- > images.http://mw1.google.com/mw-earth-vectordb/kml-samples/b mng12/files/BMNG...

>

- > cheers.
- > bob
- > This is the projection used by Google Earth overlays:
- > http://en.wikipedia.org/wiki/Plate carre projection

Thanks Liam,

one problem is in converting from the uv coords in the plot window, (which range from -2\*10^7 to 2\*10^7, and -1\*10^7 to 1\*10^7). to my data coordinates that my data is in (drawing polygons in lat and lon). Where do i get the info for that coordinate transformation?

I can overlay the continents nicely, and grid and label it, perhaps I just have to dig into those routines to see how they do it.

Cheers,