## Subject: Re: Extract Data from Point on Plot Posted by David Fanning on Thu, 29 Jan 2009 22:42:44 GMT View Forum Message <> Reply to Message

## mrjejones@gmail.com writes:

- > Just for more clarification, I am reading this information from a
- > netCDF file into IDL and doing a "plots" to draw it over a map\_set. I
- > just want to give the coordinate in the PS (x,y coords) and get the
- > lat, long, and albedo for that pixel.

This is pretty much what I do for a living these days, although I have pretty much completely given up on MAP\_SET for much of anything. The secret is being able to set up a coordinate system for a rectangular area of the graphics display. This could be an image, a line plot, a contour plot, etc. For a map coordinate system, I use the MAPCOORD object in the Catalyst Library. Normally, I use this in conjunction with a ScaleImage object, which has a method (via the CatImage object) to convert a location in the local (map) coordinate system into a location in a pixel coordinate system, so it can obtain the value of that pixel.

I don't expect you to dive into the Catalyst Library, but you can see the guts of this system at work in TVINFO, which works with TVIMAGE to allow you to click on any displayed image and get the value of the image at that location. (More or less, of course, since this works no matter what resolution you are displaying your image in.)

I should be charging you thousands of dollars for this information, but I'll give it away to you for free, since Matt Savoie spilled the beans to me and didn't charge me. The real secret is using SCALE\_VECTOR together with VALUE\_LOCATE to locate the correct pixel value. It is so slick it is embarrassing to think it only took Matt and me a combined 35 years to think of it. :-(

Here are some articles to read. They all use this idea:

http://www.dfanning.com/catalyst/imgwin.html http://www.dfanning.com/catalyst/maponimage.html http://www.dfanning.com/graphics\_tips/tvinfo.html

Cheers,

## David

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David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")