Subject: Re: Map Projections Posted by Juggernaut on Mon, 18 Jan 2010 17:28:11 GMT

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On Jan 15, 3:52 pm, David Fanning <n...@dfanning.com> wrote:

- > Bennett writes:
- >> I currently have data with an associated latitude and longitude
- >> frame. I've seen David Fanning's "Navigating GOES Images" example but
- >> the process does not seem to work for my data.
- >> When I say it does not work the resulting projection results in
- >> showing much less of the data than it should based on the lat/lon
- >> limits.

>

- How are you choosing the "limits"? These are not necessarily
- the corners of your image.

>

- >> Does the data inherently have to be North up and east/west going right/
- >> left? My data is presented in an orientation where North is at an
- >> angle as are the other directions where the bottom of the image is not
- >> lowest latitude etc... Is there a special way to handle the
- >> projection for these types of datasets?

>

- > No, pick the upper-left corner of the rectangular image as your
- > starting point, and you should be good to go. What kind of map
- > projection is this, what is the lat/lon in the upper left corner,
- > what size is your image in pixels, and what is the resolution of
- > a pixel in meters? (You \*can\* determine the later number from
- > the lat/lon corners of your image.)

>

- >> The end result I'm looking for is a GeoTiff. I would think that with
- >> all this information at my fingertips IDL would make this easy but
- >> alas it is not.

>

You have been reading WAY too many marketing materials. :-)

>

Cheers,

> David

- >
- > David Fanning, Ph.D.
- > Fanning Software Consulting, Inc.
- > Coyote's Guide to IDL Programming:http://www.dfanning.com/
- > Sepore ma de ni thui. ("Perhaps thou speakest truth.")

I am currently simply following your example and selecting the middle left, top, right and bottom as my limits. I should probably be doing a different calculation to retrieve these points since I don't have

the nicely oriented data. Poor map projection knowledge = rough road.

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