
Subject: Re: Image Warp Success?

Posted by [pfp](#) on Fri, 12 Feb 2010 04:43:41 GMT

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On Feb 10, 3:22 pm, David Fanning <n...@dfanning.com> wrote:

- > If you are warping Image from one map projection to
- > another (that is, if you provide a value for the
- > IMAGE_STRUCTURE keyword), then Range is a four-element
- > array specifying the Cartesian (UV) range. In this case,
- > Range must be provided and has the format
- > [Umin, Vmin, Umax, Vmax].

This may be related to a question I had this week: how can I use plot with locations expressed in latitude and longitude, if map_set was not used? From what I could find out, it seems that plot only uses !map to know the projection. What I wanted to do was plot lines on a Catalyst drawwidget that used a mapcoord to set the projection (to warp a background image).

The way I found to do it was to get the map structure from the mapcoord object, and give it map_proj_forward, to convert lat/lon to UV coordinates. Then I plot on top of the image, setting the plot range to the values in the uv_box field of the map structure. This seems to give the right result, but I am unsure that this is the most proper way to do it, particularly because I am not yet very familiar with how the Catalyst draw, image and coordinate objects interact.
