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Subject: Re: Image Warp Success?

Posted by [David Fanning](#) on Wed, 10 Feb 2010 17:22:45 GMT

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David Fanning writes:

- > Whoa! About 10 seconds after I sent this message I just
- > FINALLY understood how MAP\_PROJ\_IMAGE works! Don't read
- > the documentation, you will be plenty confused. Read my
- > article as soon as I get it written. This routine is
- > not too bad, once you understand how to use it. :-)

I note this morning that the MAP\_PROJ\_IMAGE on-line help on my Windows machine is different (and a LOT more accurate) than the on-line help on my LINUX machine. The LINUX IDL version is IDL 7.0.2 and the Windows version is 7.1.2. So, I guess ITTVIS has noticed the deficiency and have taken steps to fix it.

In particular, this paragraph has been added to the description of the range parameter:

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 is the essential piece of information that I stumbled onto yesterday and which is needed to make this work properly.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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