
Subject: Re: IDL 8.0.1 now available

Posted by [David Fanning](#) on Thu, 28 Oct 2010 23:04:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Chris Torrence writes:

```
> My favorite new features - Box axes on maps, thick < 1, and the Arrow
> function:
>
> m = Map('Mercator', /BOX_AXES, LABEL_POSITION=0, $
>   LIMIT=[-60,0,60,360], FILL_COLOR='light blue', $
>   THICK=0.5, DIMENSIONS=[800,400])
> m1 = MapContinents(FILL_COLOR='green', THICK=0.5)
>
> a = Arrow([230,255],[0,40], /DATA, HEAD_SIZE=0.5)
> a = Arrow([190,203],[-20,19], /DATA, HEAD_SIZE=0.5)
>
> t = Text(230,-10,'Boulder', /DATA, ALIGNMENT=0.5)
> t = Text(190,-28,'Hawaii', /DATA, ALIGNMENT=0.7)
```

Chris,

These look great, but I notice some strange behavior. When I move my cursor in the vertical grid where the letters "Boulder" are, for example, the "position" in the lower-right corner of the window is only periodically in map coordinates. Most of the time it is in pixel coordinates. Is there a reason for this? While I'm inside the map, shouldn't I always get map coordinates?

It looks to me like if I get "close" to a line I get map coordinates. Is this intentional? Does this mean I need to wrap all my maps in a very fine-mesh grid to get map locations?

Horizontal lines appear to react differently than vertical lines. Strange.

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.")
