
Subject: Re: map_proj_inverse question

Posted by [David Fanning](#) on Wed, 12 Jan 2011 18:15:27 GMT

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nata writes:

```
> I'm setting a projection using MAP_SET (IDL 7.1), after that I want to
> retrieve the lat/lon values of the mouse position.
> What I'm doing is the following :
>
> 1) I retrieve the mouse position, using event.X and event.Y
> 2) After that, I normalize the X,Y position, taking in account the
> UV_BOX of the map structure
>
>   uv_box_lenght=[!map.UV_BOX[2]-!map.UV_BOX[0],!map.UV_BOX[3]- !
>   map.UV_BOX[1]]
>
>   X=event.X/dim[0]*uv_box_lenght[0] + uv_box_lenght[0]
>   Y=event.Y/dim[1]*uv_box_lenght[1] + uv_box_lenght[1]
>
> 3) And I calculate the lat/lon values using map_proj_inverse
>
>   PRINT, MAP_PROJ_INVERSE(X,Y,MAP_STRUCTURE=!map)
>
> Mmmmh !!!! Something is not working well because the values I obtain
> are incorrect.
> What am I missing ?
```

If you have a map coordinate system set up, just use `Convert_Coord` to convert your device coordinates to data coordinates. If these are in projected meters (I hope so!), then just use `Map_Proj_Inverse` to convert these to lat/lon.

Cheers,

David

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

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