
Subject: Converting map altitude coordinates (Z)
Posted by [mankoff](#) on Sun, 06 Feb 2011 00:09:30 GMT
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I can use the MAP_PROJ routines to convert a lat/lon vector from one coordinate system (WGS84) to another (IDL Cylindrical). But if I have a 3rd vector of altitude, how do I convert this?

The coordinates are currently WGS84 and the altitude is -28 m over the ocean, so I think this is a spheroid issue, and converting to a different system should give 0 m over the ocean. I could just add 28 to everything, but I presume there is a more 'official' method.

Thanks,

-k.
