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Subject: Re: map\_continents and /fill... revisted  
Posted by [TonyL](#) on Mon, 04 Jul 2011 05:12:20 GMT  
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On Jul 2, 4:57 am, Brian McNoldy <brian.mcno...@gmail.com> wrote:  
> On Jun 30, 2:48 am, Fabzou <fabien.mauss...@tu-berlin.de> wrote:  
>  
>> On 06/29/2011 09:46 PM, Brian McNoldy wrote:  
>  
>>> Other improvements on this topic would be updating political  
>>> boundaries, including state-drawing options for at least Mexico and  
>>> Canada, and allowing something like a map\_ocean,/fill,color=blue.  
>  
>> I never used IDL mapping tools, but one can find also any kind of shapes  
>> in various resolutions for almost anything for free in the Internet.  
>> Often, political boundaries are necessary to create a readable map.  
>  
>> The obvious disadvantage is that you have to make the projection  
>> transformations by yourself, and this can take some time.  
>  
> Thanks for the replies... I do not have 8.1, still on 8.0. Does  
> anyone know offhand if the issue related to filling the larger islands  
> is fixed by this new map database? I'm very happy to hear though that  
> SOMETHING was addressed when it comes to the maps; there are certainly  
> times that long rendering times are worth having an accurate end  
> result.

I use IDL 8.1 in win7 (64bit) and found the GSHHS maps activated  
using /hires in the map\_continents command gives a reasonable map.  
However I have tended to use the alternative gshhs\_plot commands that  
allow you to specify size of elements to be plotted, which level you  
want etc.. (level 1 is continent, level 2 is water mass inside land,  
level 3 is island inside water mass etc). Only time will tell if I  
change.

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