
Subject: Re: Image Overlays on Google Earth with KML Files

Posted by [d.poreh](#) on Thu, 08 Nov 2012 09:04:16 GMT

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On Wednesday, November 7, 2012 9:16:01 PM UTC-8, David Fanning wrote:

> Craig Markwardt writes:

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>> You make the making of beautiful graphics with IDL seem natural.

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> Yes, natural and FAST! ;-)

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> Cheers,

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> David

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> David Fanning, Ph.D.

>

> Fanning Software Consulting, Inc.

>

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

>

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

That is cool. How about vector data like this:

```
1.1602939e+01  4.4446562e+01  2.7623378e+01
1.1604566e+01  4.4446339e+01  1.4114955e+01
1.1604247e+01  4.4446755e+01  3.8753678e+00
1.1605390e+01  4.4447162e+01  1.9553264e+01
1.1608997e+01  4.4447025e+01 -3.7990320e+01
1.1607682e+01  4.4446983e+01 -1.4271144e+01
1.1609584e+01  4.4447007e+01 -1.8167818e+01
```

1.1610609e+01	4.4447495e+01	-4.0033611e+01
1.1608824e+01	4.4447496e+01	1.9855096e+01
1.1609659e+01	4.4447633e+01	3.4076399e+01
1.1608224e+01	4.4447478e+01	-3.9572417e+01
1.1610918e+01	4.4447906e+01	-3.9880344e+01
1.1607643e+01	4.4447524e+01	-3.5140565e+01
1.1610039e+01	4.4447860e+01	2.0528444e+00
1.1607069e+01	4.4447474e+01	2.4701208e+01
1.1611104e+01	4.4447429e+01	3.8922598e+01
1.1608838e+01	4.4447587e+01	2.6964236e+01
1.1612929e+01	4.4447453e+01	2.0973375e+01
1.1611593e+01	4.4447311e+01	-1.6856587e+01
1.1611646e+01	4.4447415e+01	-2.9453914e+01
1.1611620e+01	4.4447781e+01	8.2054304e+00
1.1613786e+01	4.4448333e+01	-6.4471234e+00
1.1614280e+01	4.4447748e+01	1.4550981e+00

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Cheers,
Dave
