

---

Subject: PLOTS versus POLYLINE

Posted by [Brian McNoldy](#) on Tue, 20 Nov 2012 19:33:14 GMT

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

---

I have admittedly not tinkered around much yet with IDL's snazzy new graphics capabilities (map, text, polygon, etc), but was going to give it a try and convert a fairly simple program to the new format. In my example, a map is drawn, then various annotations are added, and lots of lines are added to the map (storm tracks). The tracks are in lat/lon coordinates of course, but must be treated carefully (I don't want to just throw the entire vector of coordinates at it at once). Previously, I accomplished this with PLOTS (and /CONTINUE), and looped over the points, treating them as necessary.

I can't find a function in the new graphics environment to do something similar, but am probably just missing something obvious. POLYLINE seemed like the correct avenue, but it's not cooperating.

Any guidance would be much appreciated!

---