
Subject: Re: PLOTS versus POLYLINE

Posted by [lecacheux.alain](#) on Wed, 21 Nov 2012 10:22:14 GMT

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Le mardi 20 novembre 2012 20:33:14 UTC+1, Brian McNoldy a écrit :

> 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.

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> 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.

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> Any guidance would be much appreciated!

I am not fully experienced in using POLYLINE function. But I guess that you can do what you want by using its GETDATA/SETDATA and CONVERTCOORD methods, as well as the CONNECTIVITY keyword.

Adding, modifying and retrieving graphic components is the power of IDL object graphics.
alx.
