
Subject: Re: Box Axes with Map Function

Posted by [lecacheux.alain](#) on Sun, 02 Dec 2012 20:35:30 GMT

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Le dimanche 2 décembre 2012 19:35:48 UTC+1, David Fanning a écrit :

> David Fanning writes:

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>

>> I *finally* discovered a way to create box axes with

>

>> the function graphics Map function that are labeled

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>> in the way we expect box axes to be labeled.

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> I've written an article that describes this in

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> more detail:

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> http://www.idlcoyote.com/ng_tips/boxaxes.php

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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.")

I think that you may also draw *only one* map projection, but by adding a second grid to the map:

```
mp1 = map('Equirectangular', CENTER_LONGITUDE=180, $  
  POSITION=[0.1,0.1,0.90,0.75], $  
  LABEL_POSITION = 0, BOX_AXES=1, $  
  GRID_LATITUDE = 30, GRID_LONGITUDE = 45, $  
  ASPECT_RATIO=0, LIMIT=[-89.99, 0, 89.99, 360])  
mp1['Latitudes'].label_angle=90  
mp1['Longitudes'].label_angle=0
```

```
grid = MAPGRID( $  
  LONGITUDE_MIN=0, LONGITUDE_MAX=360, $  
  LATITUDE_MIN=-90, LATITUDE_MAX=90, $  
  GRID_LONGITUDE=45, GRID_LATITUDE=30, $  
  LABEL_POSITION=1)  
foreach g,grid.latitudes do g.label_angle=270  
foreach g,grid.longitudes do g.label_angle=0
```

alain.
