
Subject: Re: Making big triangle (FOV)

Posted by [David Fanning](#) on Thu, 06 Dec 2012 13:53:59 GMT

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zolilemtumela@gmail.com writes:

> I have been trying to link this arc function and the program to a map program. I want to plot the FOV in a map with the mentioned coordinates, but the program is not doing that. I suspect that I am not calling the first program in a right way. I real need help, and suggestions please.

I think that the program is working OK, except that you are drawing the FOV in device coordinates, and you want to draw it (or, at least position it) in map data coordinates. Then you have to decide what units your radius is in. If you change to data coordinates 220 is presumably in degrees, which makes a pretty big arc on a map!

I set the radius to 5 degrees, and removed the DEVICE keywords in TEST_FOV, and I seem to get a reasonable arc centered at Goose Bay.

If you wanted to draw the arc in device coordinates, then you could use Coord_Convert to convert your map data locations to device coordinates before you do the drawing. You will also need to do the same thing for the radius value.

Cheers,

David

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

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