Subject: Re: mapcontinents with /hires option failing
Posted by David Fanning on Fri, 22 Feb 2013 17:51:15 GMT
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Chris Torrence writes:

> It looks like there are a couple of things going on. By default, the MAP() function is assigning
the center_longitude of the projection to the center of the map, instead of 0 degrees. I'm not sure if
this is correct or not, but regardless, the map_proj_forward is then having trouble clipping the
polygon.
>
> I'll look into both issues, but in the meantime, if you specify CENTER_LONGITUDE=0 in your
map() call, it should give you a nice looking map.

Yes, I think the problem is that Map_Proj_Init returns incorrect UV
coordinates if the center longitude is anything other than zero. I've
had to correct this myself in my cgMap object because I haven't been
able to get anyone at ExcelisVis to understand what the hell I was going
on about. :-)

Here is the article that describes the problem:

  http://www.idlcoyote.com/map_tips/uvrange.php

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")