Subject: Re: MAP_CONTINENTS,/HIRES does not match
MAP_CONTINENTS,/HIRES,/USA
Posted by Andy Sayer on Thu, 25 Apr 2013 14:40:57 GMT
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Thanks for the tip, David. I have some mapping routines built around the default IDL routines. It's time I went through and rewrote a more capable routine, though, and should probably use this as a base in it. It's just getting around to taking the plunge...

Andy

On Thursday, April 25, 2013 9:35:14 AM UTC-4, David Fanning wrote:
> AMS writes:
>
>
>
>> Ed, I've noticed this too, but had assumed I was Doing Something Wrong. So it's reassuring (was going to say 'good', but that's not quite right) that it's not confined to me. In case it helps, I am using IDL 7.1.1 on CentOS.
>
>>
>
>> As another thing which would be nice to change: the Black Sea isn't drawn unless you use /HIRES, and it is a pretty substantial body of water. The Caspian Sea, Aral Sea, and US Great Lakes aren't drawn unless you use /COAST. It would be nice, IMO, to have these all drawn as part of the default map.
>
>
>
> Just a reminder that cgMap_GSHHS can be used with map projections set up
>
> with either MAP_SET (cgMap_Set) or MAP_PROJ_INIT (cgMap) and with any
>
> version of GSHHS from 1.3 though 2.2 (with simple uncommenting of header
>
> code). The GSHHS data is often better (MUCH better, in some cases) than
>
> the MAP_CONTINENTS data and comes in five different resolutions.
>
>
>
>   http://www.idlcoyote.com/map_tips/gshhs.html
>
>
>
> If islands are your thing, you are going to love the GSHHS data. :-)
>
>

>
> Cheers,
>
>
>
> David
>
>
>
> P.S. The GSHHS data is used in IDL 8.x function graphics mapping
>
> routines (not sure which IDL version or if all versions), but only in
>
> the high resolution variety. This makes it a little slow to render and
>
> is often complete overkill for what you are trying to do.
>
>
>
> --
>
> 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.")