
Subject: Re: MAP_CONTINENTS,/HIRES does not match
MAP_CONTINENTS,/HIRES,/USA

Posted by [David Fanning](#) on Thu, 25 Apr 2013 13:35:14 GMT

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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 through 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.

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

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