
Subject: Map_Image Buggers Map Projection Space
Posted by [David Fanning](#) on Tue, 21 May 2013 13:39:41 GMT
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Folks,

I had an interesting problem reported to me this morning with my cgTerminatorMap program. On close observation, it appeared the sun was being located just a little too far North of where it was suppose to be in any map projection except for the cylindrical projection. We managed to trace the problem to the Map_Image command, which warps a standard equirectangular image into the desired map projection space.

What we discovered is that if you plot a map position (lat/lon) *before* you enter Map_Image, it is in a different location in the window than if you plot it *after* you exit Map_Image. The latitude map coordinate range appears to have been bugged by Map_Image. This appears to be a bug for all map projections except the Cylindrical map projection.

The solution is simple. Simply re-establish the map projection space after you exit Map_Image and before you annotate your map (with the same Map_Set command you used earlier, for example).

You can find a corrected cgTerminatorMap program here:

<http://www.idlcoyote.com/programs/cgterminatormap.pro>

Cheers,

David

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

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