## Subject: Re: CGMAP_GSHHS: problem with land/water colors
Posted by David Fanning on Wed, 14 Aug 2013 20:33:55 GMT

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David Fanning writes:

> I think I would have
> used cgMap_Continents instead, and used the GSHHS data for just the
> inland waterways, if I needed that much detail. In other words, I think
> this is a wrong tool for the job kind of problem. (Unless, of course,
> you have a coffee machine nearby and you don't really care now long it
> all takes.)

Here is how I would have written this code. It works with either of your
two map limits.

```
PRO test_gshhs

    datafile='C:\IDL\data\gshhs\gshhs_2.2\gshhs\gshhs_i.b'

    ; include some water
    map_limits = [29.,-95.,34.,-88]
    ; land only
    ;map_limits = [31.,-95.,34.,-88]

    cgDisplay, 500, 350, /free
    pos = [0.1,0.1, 0.9, 0.8]

    ; set map projection
    cgmap_set, limit = map_limits, /mercator, position=pos

    cgColorFill, Position=pos, Color='tg5'
    cgMap_Continents, color='tan', /continents, /fill

    ; issue CGMAP_GSHHS
    cgMap_GSHHS, datafile, Fill=1, Level=2, Color='black', $
       Water_color='blu4'

    ; overdraw state borders
    cgMap_Continents, /usa, color='yellow'

    cgPolygon, Position=pos, Color='black'
END
```

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.")