
Subject: Re: CGMAP_GSHHS: problem with land/water colors

Posted by [Matteo](#) on Wed, 14 Aug 2013 21:57:39 GMT

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Hi David,

thank you very much. Every time I tried to respond I was being anticipated ;-). I realized I could start off a TAN background but the fact is that I need to batch process a lot of files containing flight transect to be overlaid to these maps (the map boundaries are automatically calculated). So I needed the code to just "know" where land and water are. Another solution could be using a land/water flag and switch CGCOLORFILL between TAN and SKYBLUE after checking if there's any ocean pixel within the map boundaries. I guess it'd be similar in concept to your Convert_Coord solution. It is a bit annoying to see racial discrimination among inland water bodies (try map_limits = [29.,-125.,44.,-105], but it doesn't matter at this point.

m
