Subject: Re: CGMAP_GSHHS: problem with land/water colors
Posted by David Fanning on Wed, 14 Aug 2013 22:41:51 GMT
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Matteo writes:

> 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.
>

Here is what I've finally come up with that I like quite a lot. It seems
to work correctly for all of your 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]
   map_limits = [29.,-125.,44.,-105]
   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, /hires

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

   ; overdraw state borders
   cgMap_Continents, /usa, color='yellow'
   ;cgMap_Continents, /continents, color='black', /hires
   cgMap_GSHHS, datafile, color='black'

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

Cheers,

Dvaid
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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")
