
Subject: x/y margin from map_set to plot position and cgimage

Posted by [Andy Sayer](#) on Mon, 26 Aug 2013 17:36:06 GMT

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Hi all,

Suppose I have set up a part of a window to draw a map, and used xmargin and ymargin to specify the margins around this map. For example:

```
map_set,0,0,xmargin=[2,2],ymargin=[2,2]
```

Suppose I then want to draw an image (with cgimage) inside this map. Is there a way to pass the xmargin/ymargin information so the image is drawn inside the map region rather than the whole plot window? I don't see those as keywords to cgimage. If not, is there some way I can pull out the plot position which arose from my map_set call and pass this to cgimage? I can't necessarily assume that !p.multi=0, so I don't think the cgimage position keyword would help me here?

(I am switching over a lot of old code written for IDL 5/6 to use newer features and the Coyote library... so am now becoming familiar with some 'under the hood' stuff which I had not looked at in detail before. I'm now using IDL 7.1.1 and 8.2.2.)

I would not be averse to recoding to use something like the Coyote Graphics position keyword in my map_set call, but as far as I know that can't be done with map_set (and I don't want to pass the position keyword to map_set because often !p.multi will not be 0).

The longer story for what I am trying to do is that I have written code to map regularly or irregularly lat-lon gridded data from e.g. satellites. This basically makes use of polyfill to draw each point. If the grid is not regular, my code allows for a proper expression of the ground pixel size. But if the grid is regular (e.g. level 3 data), I figure I should be able to map it as an image, which could be a lot faster than using polyfill.

Thanks,

Andy
