Subject: Re: x/y margin from map_set to plot position and cgimage
Posted by Andy Sayer on Tue, 27 Aug 2013 12:45:39 GMT
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Thanks for the tips, David. I'd looked at !p.position to try to find the position after my map_set call but that was set to zero, looking at !x.window/!y.window had not crossed my mind! I agree that margin is a slightly odd unit to use but it seems to be what we have in standard IDL (if you want something which you can define coordinates with respect to the fraction of the plotting device assigned assuming even divisions from !p.multi).

I found that just using the tv command got the position right without requiring any explicit positioning information, although I kind of want to swap out tv for cgimage eventually. So my first working attempt basically consists of map_set, followed by map_image and then tv. I did notice a few differences between the image and the polyfill for one projection (satellite) so need to dig into that a bit more today. I've read discussion here and on your webpage about why this (i.e. map_set, map_image) is Not A Great Way To Approach Maps but guess the lessons have not sunk in yet. ;) Perhaps I will write a 'third generation' of my mapping codes when it does...

Andy

On Monday, August 26, 2013 9:12:36 PM UTC-4, David Fanning wrote:
> AMS writes:
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>
>> I guess this question could be posed more generally as: how can I identify what parts of an image window lie within the portion available for drawing the map after a call to map_set, and how can I pass this to other routines such as cgimage?
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> I would get the position from the !X.Window and !Y.Window system
>
> variables.
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> Cheers,
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> David
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> --
>
> David Fanning, Ph.D.
>
> Fanning Software Consulting, Inc.
>
> Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")
