Subject: Re: Map projection of IMAGE() is behaving strangely...
Posted by David Fanning on Fri, 15 Nov 2013 15:06:11 GMT
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Andrew Smith writes:

> The longitude (x) coordinate appears to be mis-aligned so that the image pixels are stretched in that direction and the image area is filled by z[*,1:-1,*] instead of the full image z[*,*,*]. This doesn't happen in the latitude direction.
>
> Am I missing something fundamental about the MAP_PROJECTION property?

It seems to me the weirdness is not from the map projection, which I think might actually be doing the *right* thing. I think the problem is with the Image function. In this call:

```
;; Now add coordinates for bottom left point in each pixel.
im1 = IMAGE( z, lon, lat, $
   AXIS_STYLE=2, $
   TITLE='Add x/y coordinates', $
   LAYOUT=[2,2,2], /CURRENT )
```

The image display shows coordinates that go from -60 to 60 in latitude, and from -60 to 40 in longitude, but this isn't what is in the lat/lon variables:

```
IDL> minmax, lat
MinMax:      -60.0000      40.0000
IDL> minmax, lon
MinMax:      -60.0000      20.0000
```

So, when you get to the map projection, you are getting the wrong picture of what is suppose to be happening.

Don't know exactly. I just know something *always* seems to be weird with function graphics routines when you look closely at them. ;-)

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.")