
Subject: Re: Map projection of IMAGE() is behaving strangely...

Posted by [David Fanning](#) on Fri, 15 Nov 2013 15:52:01 GMT

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AJAS writes:

> Thanks for your response. I guess this means that I am incorrect that the lat/lon values represent the bottom-left point in each pixel once we get to the map projection. I expected the upper range of the boxes to be 20 degrees larger than the maximum values as that was my bin width in the image.

Well, hard to say without more investigation. I'm never particularly optimistic when it comes to IDL map projections, though. They always seem to be doing something different from what I *think* they should be doing. :-)

> Just to check, my output looks like this: <http://goo.gl/1aY3ab>

> Did yours?

More or less, yes, but I'm still not absolutely convinced the problem is in the map projection part of the code. In any case, have to run. One of the kids has strep and has no "soft" food in the house. Running to the rescue now. :-)

Cheers,

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.")
