Subject: Re: Map projection of IMAGE() is behaving strangely...
Posted by Andy Sayer on Fri, 15 Nov 2013 17:43:52 GMT
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Brain, I wonder if that could be related at all to the odd behaviour (reported to ExelisVis but not something they're going to fix) of map_image truncating edges?
https://groups.google.com/forum/#!searchin/comp.lang.idl-pvw
ave/map_image/comp.lang.idl-pvwave/3BmVLThB8Lk/_QUaZ--wehkJ

On Friday, November 15, 2013 11:52:07 AM UTC-5, brain...@gmail.com wrote:
> On Friday, 15 November 2013 16:43:33 UTC+1, AJAS wrote:
>
>> Woops!
>
>>
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>>
>
>> I just noticed the bottom Y value is missing as well! Disaster.
>
>
>
>
> Well, that problem in not only related to IMAGE function. It is found also in iTools and function iImage, and it is inherited from who knows where and when. I was really expecting that new graphics will solve it, but when i tried it for the first time I was dissapointed.
>
>
>
> I was always using a quite straightforward way around, to give to idl one row and column it can swallow:
>
>
>
> z_enlarged = FLTARR(3,nlon+1, nlat+1)
>
> z_enlarged[0,1,1] = z
>
> lon_enlarged = ((max(lon)-min(lon))/float(nlon))*findgen(nlon+1)+min(lon)
>
> lat_enlarged = ((max(lat)-min(lat))/float(nlat))*findgen(nlat+1)+min(lat)
>
>
>
> It is not perfect still, because idl shrinks the field little bit, but with a large number of points it looks good.
>

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>
> Any other solution?