
Subject: Re: cgmap_gshhs.pro minarea issue
Posted by [David Fanning](#) on Fri, 22 Nov 2013 16:50:49 GMT
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Takis.Velissariou@deep-c.org writes:

```
> also
> polygonArea = header.area * 0.1 * 10^magnitude
> should change to:
> polygonArea = header.area * 0.1 (for version lt 9)
> and
> polygonArea = header.area * 10^(-magnitude) (for version gt 9)
```

I still don't know what to make of this. The documentation is screwy.

At one place in the header file you find this:

```
"area magnitude scale p (as in 10^p) = flag >> 26.
We divide area by 10^p."
```

Then, in the next couple of lines, you find this **twice**:

```
"Area of polygon in km^2 * 10^p for this resolution file"
```

We need to know the area of known polygons to be able to tell.

David

--

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thue. ("Perhaps thou speakest truth.")
