Subject: Re: Map Projection Clarification
Posted by morganlsilverman on Tue, 18 Feb 2014 21:25:57 GMT
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On Tuesday, February 18, 2014 4:06:07 PM UTC-5, Phillip Bitzer wrote:
> Hi Morgan-
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> On Tuesday, February 18, 2014 2:42:25 PM UTC-6, Morgan Silverman wrote:
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>
>> I'm trying to set up a map projection using
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>>
>
>> mapCoord = Obj_New('cgMap', 'Lambert Conformal Conic', Ellipsoid='WGS 84', /GCTP, limit=limit, $
>
>>
>
>> position=plotPosition, center_latitude=38.5, center_longitude=-77.5, STANDARD_PAR1=40, STANDARD_PAR2=-39). I honestly am just following examples I've seen but don't understand what each piece means and can't for the life of me find answers anywhere. At the moment I'm just getting a white screen when using mapCoord compared to cgMap_set.
>
>
>
> Well, since you're using objects, you have to get into a slightly different mindset. The OBJ_NEW() command simply _initializes_ the object. You still have to draw it:
>
>
>
> mapCoord->Draw
>
>
>
> This invokes the Draw method of the object.
>
>
>
>> Is there a list of different ellipsoid options to use?
>
>
>
> According to the documentation for cgMap (https://www.idlcoyote.com/idldoc/maps/cgmap__define.html), it is basically a wrapper for

MAP_PROJ_INIT : http://exelisvis.com/docs/MAP_PROJ_INIT.html

Thank you for responding. Oops forgot the Draw command. Well that certainly helps things. After reading more online I think I understand that the parallels are dependent on what type of map projection you use and how large an area you're viewing. Makes a little more sense I think. I'll have to keep reading about them to fully understand how to choose them correctly.
