
Subject: Re: CGMAP_GRID: Latitude lines
Posted by [David Fanning](#) on Thu, 27 Mar 2014 15:20:51 GMT
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Oliver Angelil writes:

>
> Yes I tried that, but it gives me exactly the same image produced when using my original line:
>
> cgMap_Grid, /cgGrid, Map_structure=map, color='white', thick=2
>
> I have emailed you the image so you can see what exactly about the latitude lines I am trying to correct.

cgMap_Grid tries to figure out which latitude and longitude lines are passing through the image "scene" by sampling the image at 25 points around its perimeter. When the lines are at angles, as these are, the algorithm can become confused about the lat and lon range that it uses to create default grid lines. In these cases, you pretty much have to abandon the automatic grid lines and define them specifically yourself. Pass them into the program with LONS and LATS keywords.

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.")
