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Subject: cgDrawVectors over map problem?

Posted by [Dave\[4\]](#) on Sun, 02 Nov 2014 00:54:03 GMT

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Hi David:

I want to use cgDrawVectors to draw wind over map, like this:

```
mapNorth = Obj_New('cgMap', 'Polar Stereographic', Limit=[0, -180, 90, 180], /NoBorder)
mapNorth -> Draw
```

```
cgMap_Continents, Color='black', map_structure=mapNorth
cgMap_Grid, LatDel=15, LonDel=15, LineStyle=1, Color='charcoal', /label, lonlabel=2,
map_structure=mapNorth
```

```
cgDrawVectors, 10, 0, 140, 40, vecColors='black', /Overplot, referencevector=10, /solid, thick=2,
MapCoord=mapNorth
```

In this example, the wind (u=10,v=0) should blow towards east. But the plotted wind blow towards right.

That's to say, the wind direction does not fellow the map projection. So why. Very thanks!

Dave

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