
Subject: Re: cgDrawVectors over map problem?
Posted by [Dave\[4\]](#) on Mon, 17 Nov 2014 07:20:53 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

Hi david:

Another question. Now cgvector work fine with cgmap object, but not with cgmapset. Very
thanks!

Dave
