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Subject: Re: cgDrawVectors over map problem?

Posted by [David Fanning](#) on Mon, 17 Nov 2014 13:24:00 GMT

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Dave writes:

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

In what way do you think it doesn't work?

This works:

```
posx = cgScaleVector(RandomU(seed,200), -160, 160)
posy = cgScaleVector(RandomU(seed,200), -35, 70)
velx = RandomU(seed,200)-0.5
vely = RandomU(seed,200)-0.5
cgMap_Set, /Cylindrical
cgDrawVectors, velx, vely, posx, posy, /Overplot, VecColor='red'
cgMap_Grid
cgMap_Continents
```

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.")

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