
Subject: Re: cgDrawVectors over map problem?
Posted by [Dave\[4\]](#) on Tue, 18 Nov 2014 01:20:27 GMT
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like this:

```
cgMap_Set, 90, 45, /stereo
cgDrawVectors, 10, 0, 140, 40, vecColors='black', /Overplot, referencevector=10, /solid, thick=2
cgMap_Grid
cgMap_Continents
```

the vector' direction is not right. So only /Cylindrical is ok.
