
Subject: Re: cgDrawVectors over map problem?

Posted by [David Fanning](#) on Tue, 18 Nov 2014 01:37:49 GMT

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Dave writes:

```
> 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.
```

Ah, but now you are asking for cgDrawVectors to have a priori knowledge of a command that was executed sometime before cgDrawVectors came onto the scene. I suppose there might be a way to parse that knowledge out of the !Map system variable, but if there is, I'm not going to discover what it is. :-)

If you want to use polar map projections, set them up with cgMap and tell cgDrawVectors about it. This approach seems pretty straightforward to me. If it were up to me, I would delete all the Map_Set projections entirely from IDL. They are VERY old. Map_Proj_Init projections are old, too, but at least they were once the creme-de-la-creme of map projection software. I guess the only thing I would even consider using cgMap_Set for would be a cylindrical projection. :-)

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
