Subject: Re: Direction of Wind Vectors: A bug?
Posted by David Fanning on Wed, 18 Feb 2015 22:44:58 GMT
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Fabien writes:

> I agree with Wayne. But this is realy just for equirectangular maps, I
> guess...

Well, I don't think Wayne is doing anything special for maps. I know
cgDrawVectors works "properly" for polar stereographic projections of
the poles, but this relies on using the cgMap object to set up the map
projection space. (Really simple, but people still tell me they won't
use or learn objects, so...)

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.")