
Subject: Overlay Point Source Data on a Map --
http://www.idlcoyote.com/map_tips/ptsource.html
Posted by [Xiao Yu](#) on Sat, 21 Mar 2015 01:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello, all

My name is Xiao Yu. And I am a new IDL programmer.

I have similar case from Dr.David W. Fanning's website:
http://www.idlcoyote.com/map_tips/ptsource.html

I want to output my window display to a postscript file. However, the IDL always show me a error message as following:

```
% TVRD: Unable to read from current device: PS.
```

Data could be download at the end of web link http://www.idlcoyote.com/map_tips/ptsource.html as 'ptsource_carbon.sav'

This is main code that will shows display window:

```
PRO PointSourceOverlay
```

```
  ; Obtain the data: lat, lon, soilc.
```

```
  Restore, File='ptsource_carbon.sav'
```

```
  ; Set up color model, open window.
```

```
  cgSetColorState, 0, Current=currentState
```

```
  cgDisplay, 600, 400, /Free, Title='Point Source Overlay on Map'
```

```
  ; Set up the soil carbon colors.
```

```
  soil_colors = ['purple', 'dodger blue', 'dark green', 'lime green', $  
                'green yellow', 'yellow', 'hot pink', 'crimson']
```

```
  TVLCT, cgColor(soil_colors, /Triple), 1
```

```
  soilc_colors = BytScl(soilc, Top=7) + 1B
```

```
  ; Set up the map projecton data space.
```

```
  cgErase
```

```
  cgMap_Set, /Cylindrical, /NoBorder, /NoErase, $
```

```
    Limit=[-60, -180, 90, 180], Position=[0.1, 0.1, 0.8, 0.9]
```

```
  ; Create a land mask.
```

```
  cgMap_Continents, Color='black', /Fill
```

```
  mask = TVRD()
```

```
  ; Plot only those points that are over "land".
```

```
  dc = Convert_Coord(lon, lat, /Data, /To_Device)
```

```
  indices = Where(mask[dc[0,*],dc[1,*]] EQ 0)
```

```
  symbol = cgSymCat(15)
```

```
  PlotS, lon[indices ], lat[indices ], PSym=symbol, $
```

```
Color=soilc_colors[indices ], SymSize=0.5
```

```
; Pretty everything up.
```

```
cgMap_Continents, Color='charcoal'
```

```
cgMap_Grid, /Box, Color='charcoal'
```

```
cgColorbar, /Vertical, Position=[0.87, 0.1, 0.9, 0.9], Bottom=1, NColors=8, $
```

```
Divisions=8, Minor=0, YTicklen=1, Range=[0,Max(soilc)], AnnotateColor='charcoal', $  
/Right, Title='Ton/ha', Format='(F5.3)'
```

```
; Switch back to color model in effect before we changed it.
```

```
cgSetColorState, currentState
```

END

Thanks in advance,

Xiao
