
Subject: Re: Geometric mismatch using cgImage and cgDrawShapes

Posted by [David Fanning](#) on Fri, 02 Oct 2015 21:47:09 GMT

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Jonas Ardo writes:

> I have shape file (covering Senegal) in Sinusoidal projection I like to overlay on an image with the same projection.
> Plotting the shape file only using cgDrawShapes works fine (<http://postimg.org/image/8ax6pgm3x/>) but when first using
> cgImage to draw an image with the shape file on top, the data sets don't line up correctly and there is a geometric
> mismatch (<http://postimg.org/image/s796ijbjj/>).
> The image and the shape file fit perfectly when displayed using ENVI.
>
> What have I missed in order to get a good geometric match between the shape file and the image?

A couple of things, I think. First, it doesn't look to me like your image and your map have the same aspect ratio. So, because you keep the aspect ratio of your image, it doesn't fit properly into the map projection. Second (and possibly related to the first), you use the POSITION keyword on your map, but neglect to use it for your image. I would remove the KEEP_ASPECT keyword and use the POSITION keyword itself. Or, more likely, I would create a window with the aspect ratio of the image, since you say it has been created with a map projection.

Also, don't do this:

```
Color=cgColor('blue')
```

on Coyote Graphics commands. Just do this:

```
Color='blue'
```

Only use cgColor if you are trying to get "normal" IDL commands to behave properly. This will avoid problems for people who are still using the indexed color model.

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.")
