
Subject: Re: map projection and map on XY plane in 3D

Posted by [davidf](#) on Wed, 06 Aug 1997 07:00:00 GMT

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Martin Schultz writes:

- > Maybe someone can answer the following 2 questions:
- >
- > (1) how can I project map continents onto a 3D graph, i.e. the
- > continents should be drawn in the XY plane ?

Set up a 3D coordinate space. Use the Map_Set or Map_Continents command with the T3D keyword set. Like this:

```
Surfr ; Or some such routine that puts a matrix in !P.T.  
Map_Set, /Cylindrical, /Continents, /T3D
```

If you want to put the continents some place other than flat in the XY plane the documentation says to use the ZValue keyword. But I think this is broken. (I seem to recall dimly a workaround that involved using data coordinates rather than normalized coordinates, as the documentation suggests, but I don't remember the details and I don't have time tonight to fool around with it.) And if you want filled continents, forget that too. Ain't gonna happen in IDL 4.1 in 3D space. The good news is that both of these problems are fixed in IDL 5. :-)

- > (2) how can I get a simple cylindrical projection that is centered
- > around 180 (i.e. the pacific) ? Setting LIMIT=[-60,150,60,240] does
- > *not* work !

I tried this. It looks like it is centered on the Pacific to me. ;-)

```
Map_Set, 0, 180, /Cylindrical, /Continents
```

Cheers,

David

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