
Subject: Re: circles and squares

Posted by [Liam E. Gumley](#) on Mon, 17 Jul 2000 07:00:00 GMT

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Kenneth Mankoff wrote:

```
> i am having trouble making circular globes in IDL. Here is some sample
> code for X:
>
> window, xsize=500, ysize=500      ; should be square, pixels are...
> map_set, 0, 0, /ortho, /horiz, /grid ; produces a rectangle and oval
>
> ;;in ps:
> set_plot, 'ps'
> device, xsize=10, ysize=10        ; should be a 10x10 cm square image
> map_set, 0, 0, /ortho, /horiz, /grid ; produces a 10x10.5 grid
>
> any suggestions or ideas as to why the above code produces rectangles with
> ovals inside rather than squares containing circles?
```

Try adding the ISOTROPIC keyword to the MAP_SET call:

```
map_set, 0, 0, /isotropic, /ortho, /horiz, /grid, /cont
```

Alternatively, use the SCALE keyword to define your map projection:

```
map_set, 0, 0, scale=75e6, /ortho, /horiz, /grid, /cont
```

This way the map scale stays the same regardless of the display size or aspect ratio.

Cheers,

Liam.

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