
Subject: Re: IDL Map warping
Posted by [stl](#) on Mon, 14 Mar 1994 07:30:20 GMT
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In article <2lsuln\$g55@tamsun.tamu.edu> keitha@tamsun.tamu.edu (Keith A. Aclin) writes:

> I am in the middle of writing an IDL program to take a gif image of a radar
> screen display and place it in a map image. The program to date will read
> in the gif file and present it using TRUE_COLOR=. Once I try to place this
> image into the map projection using
> MAP_SET,/Mercator,TITLE='title'
> Image=MAP_IMAGE(initial,/BILIN,/COMPRESS,LIMIT=Z(nimlat,niml og,\$
> maxlat,maxlong)
> the image is not in true colors any longer. It is possible to see the
> original image though the "snow" that is now over the image, but it not
> usable for research. The other problem that is occurring is in the
> MAP_IMAGE keyword. I keep getting syntax errors for my lat/long loca-
> tions. But according to the manual I have this is where and how to place
> the command.

hi,

okay, it looks like the problem with the project is that you don't define a limit with the map_set command. I would guess that all you have to do is do a limit = [...] with bounds at least as big as your image, and things will be fine. What exactly is the error you are getting.

As for the colors. Sounds like you do not have enough free colors to represent your true color table, in which case your color table gets thrashed. To check this, in a similar scenario like your program, do a !D.n_colors to see how many free colors you have, and then compare that with how big your color table is. Also, try looking at your color table with xpalette to see if it has been destroyed.

remember you have limited colors..

-stephen

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Stephen C Strebel	/	SKI TO DIE
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01 256 93 85	/	(and pray for snow)
