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Subject: Re: map projection polygon problem  
Posted by [andy](#) on Wed, 23 Mar 1994 18:53:01 GMT  
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In article <2mptha\$7i5@paperboy.gsfc.nasa.gov>, ian@denali.gsfc.nasa.gov (Ian Sprod) writes:

> I wish to plot little polygons on a map projection using "polyfill".  
> This works fine except at the edges of the plot where everything  
> goes haywire. When half the polygon is "around the back" of the planet  
> the co-ordinates do not get transformed correctly and the polygon  
> streaks across to the edge of the screen.

>  
> To see the problem try this simple program :

>  
> -----  
>  
> pro poly\_plot  
>  
> ; set co-ords for polygon  
>  
> lat = [0,10,0,-10,0]  
> lon = [-10,0,10,0,-10]  
>  
> map\_set,0,0,/ortho,/cont,/noborder  
> loadct,5  
>  
> ; plot polygon  
> polyfill,lon,lat,color=50  
>  
> ; now put polygon at edge of plot  
>  
> lon = lon + 85.0  
>  
> polyfill,lon,lat,color=100  
>  
> end  
>  
> -----  
>  
> If someone has an \_uncontrived\_ solution please post or e-mail it to me.  
>  
> Thanks  
>  
> Ian  
> ian@denali.gsfc.nasa.gov

Ian,

Have you tried using the !map.out system variable?  
You might be able to keep your polygons within  
the proper bounds once you have these values defined.

```
lonmin = !map.out(2)
lonmax = !map.out(3)
latmin = !map.out(4)
latmax = !map.out(5)
```

I hope this helps.

Andy

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,__o  Andrew F. Loughe  (Code 971)
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