
Subject: map projection polygon problem

Posted by [ian](#) on Wed, 23 Mar 1994 17:16:26 GMT

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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 :

```
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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

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