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Subject: Map\_set contour on TV image??  
Posted by [shson](#) on Thu, 18 Dec 2003 20:54:51 GMT  
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Dear Sir,

I want to draw contour lines on a image.

I wrote some codes as follows:

```
-----  
Window, 1, color=256, xs=500, ys=500  
Map_set, /Cylindrical, limit=[28,117,42,132], /continents $  
      , /hires, Mlinethick=1., /NoErase, /Isotropic  
;      , position=[0.05,0.05,0.95,0.95]  
TVSCL, Rotate(scan, 7)  
  
; Contour, data, xlon, ylat, /follow, position=[0.05,0.05,0.95,0.95] $  
;      , NLevels=20, XStyle=1, YStyle=1, /NoErase, /Overplot
```

```
Map_continents, /hires, color=255, /fill_continents, /cylindrical  
Map_continents, /coast, color=0, /hires, /cylindrical  
; Map_grid, charsize=1.25, color=200, latdel=2, londel=2 $  
;      , /box_axes, GlineStyle=2  
-----
```

However, the map continents & coast do not fit on the image.

What do I need to modify?

If anyone know about it, please let me know.

Thank you.

Have a nice day

Son

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Subject: Re: Map\_set contour on TV image??  
Posted by [David Fanning](#) on Fri, 19 Dec 2003 03:15:06 GMT  
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Son writes:

```
> I want to draw contour lines on a image.  
> I wrote some codes as follows:  
> -----  
> Window, 1, color=256, xs=500, ys=500  
> Map_set, /Cylindrical, limit=[28,117,42,132], /continents $  
>      , /hires, Mlinethick=1., /NoErase, /Isotropic  
> ;      , position=[0.05,0.05,0.95,0.95]  
> TVSCL, Rotate(scan, 7)
```

```
>
> ; Contour, data, xlon, ylat, /follow, position=[0.05,0.05,0.95,0.95] $
> ; , NLevels=20, XStyle=1, YStyle=1, /NoErase, /Overplot
>
> Map_continents, /hires, color=255, /fill_continents, /cylindrical
> Map_continents, /coast, color=0, /hires, /cylindrical
> ; Map_grid, charsize=1.25, color=200, latdel=2, londel=2 $
> ; , /box_axes, GlineStyle=2
> -----
> However, the map continents & coast do not fit on the image.
> What do I need to modify?
> If anyone know about it, please let me know.
```

Change this:

TVSCL, Rotate(scan, 7)

To this:

```
warp = Map_Image(Rotate(scan,7), LatMin=28, LatMax=42, $
    LonMin=117, LonMax=132, xx, yy, xs, ys)
TV, warp, xx, yy, XSize=xs, YSize=ys
```

Cheers,

David

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