
Subject: Overplot non-gridded vector data on map using MSVELOVECT.pro

Posted by [Tyler](#) on Tue, 06 Nov 2007 00:55:16 GMT

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Hello All:

I am attempting to plot some GPS station velocity vectors over some existing data on a map. I found the MSVELOVECT procedure which seems to do what I want. However, I am struggling to understand how to use it. In particular, how to set up the velocity vectors, U & V.

The data I have is:

- 1) GPS station LON/LAT values
- 2) East magnitude of velocity
- 3) North magnitude of velocity

The program requires the velocity data be in 2-D, but I am unsure what the first dimension value is or the second dimension. Does anyone know how to use this?

I have provided below a snippet of how I tried to set up the data by fooling it with a data vector for U & V, but it was smarter than me.

Or am I using the wrong program altogether?

Any help is greatly appreciated.

Cheers,

t.

```
IF (zc EQ 0) THEN BEGIN
  U = FLTARR(long(NV), 1, /NO)
  V = FLTARR(long(NV), 1, /NO)
  X = FLTARR(long(NV), /NO)
  Y = FLTARR(long(NV), /NO)

  ;; Northern Section
  ;; East Velocity
  U(0,0) = -2.44
  U(1,0) = -1.82

  ;; North velocity
  V(0,0) = 2.66
  V(1,0) = 2.11

  ;; GPS Station Lon
```

X(0) = -123.8352

X(1) = -123.0747

:: GPS Station Lat

Y(0) = 39.7769

Y(1) = 38.9952

:: Overplot the GPS data

MSVELOVECT, U, V, X, Y, COLOR = !P.COLOR, /OVERPLOT

ENDIF

Subject: Re: Overplot non-gridded vector data on map using MSVELOVECT.pro

Posted by [Spon](#) on Wed, 07 Nov 2007 18:17:53 GMT

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On Nov 6, 12:55 am, Tyler <hayes.ty...@gmail.com> wrote:

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>

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> existing data on a map. I found the MSVELOVECT procedure which seems
> to do what I want. However, I am struggling to understand how to use
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> Y(1) = 38.9952
> ;; Overplot the GPS data
> MSVELOVECT, U, V, X, Y, COLOR = !P.COLOR, /OVERPLOT
> ENDIF

```

Firstly, IDL will always 'hide' trailing dimensions of size 1, so

```

> U = FLTARR(long(NV), 1, /NO)

```

won't work, you'll have to come up with something slyer to fool it.

Have a look at J. D. Smith's dimension juggling tutorial on David Fanning's website:

http://www.dfanning.com/tips/rebin_magic.html

Next, I don't think you'll get away without true two-dimensional U & V arrays anyway.

The way this programme seems to work is this:

MapXSize = 200

MapYSize = 100

```

; Four imaginary station locations and their
; respective velocity recordings:
; Location 1: (2, 10), Velocity: ( 3i + 4j)
; Location 2: (180, 6), Velocity: (-12i + 5j)
; Location 3: (10, 88), Velocity: ( 8i - 6j)
; Location 4: (190, 90), Velocity: (-10i - 24j)

```

x_locations = [2, 180, 10, 190]

y_locations = [10, 6, 88, 90]

```
East_Vectors = [3, -12, 8, -10]
North_Vectors = [4, 5, -6, -24]
```

```
; Locations of East_Vectors in grid:
U = FLTARR (MapXSize, MapYSize)
U [x_locations, y_locations] = East_Vectors
```

```
; Location of North_Vectors in grid:
V = FLTARR (MapXSize, MapYSize)
V [x_locations, y_locations] = North_Vectors
```

```
; Set length to long enough to make arrows visible in plot window
VELOVECT, U, V, TITLE = 'VELOVECT', LENGTH = 30
WINDOW, /FREE
MSVELOVECT, U, V, TITLE = 'MSVELOVECT', LENGTH = 30
```

Note that I'm using the version of MSVELOVECT from here:
<http://cow.physics.wisc.edu/~craigm/idl/archive/msg01196.htm> I
and it crashes with an out-of-subscript error in one of its FOR loops.
If you have a more recent version, it might work better; VELOVECT
seems to work just fine for me though.

> Or am I using the wrong program altogether?
You'll have to decide that one for yourself ;-)

One problem you'll have is that if you have 7 significant digits in
your LAT & LON, you'll need HUGE, sparse arrays, unless you can fudge
it a bit. Also, even by setting MISSING = Something and DOTS = 0, I
haven't spotted a way to prevent your map being overlayed with a mess
of speckles. I'm sure it can be done though.

Hope this gets you under way at least,
Chris
