
Subject: Re: Map Projection Doom and Gloom
Posted by [R.G. Stockwell](#) on Sat, 30 May 2009 18:22:12 GMT
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"David Fanning" <news@dfanning.com> wrote in message
news:MPG.248b0b41b41ca1f498a6ca@news.giganews.com...

...
> Here is the crux of my advice: If you are going to use
> a map structure for *ANYTHING* (and I really do mean
> *ANYTHING*!!), then be absolutely sure you execute
> the MAP_PROJ_INIT command *IMMEDIATELY* prior to using
> the friggin' thing!

...

sounds scary.

I call map_proj_init then the call window, and then immediately call

```
IDL> mapStruct = MAP_PROJ_INIT(117,  
LIMIT=[-90,-180,90,180],CENTER_LONGITUDE=0)  
IDL> window,xsize = 1000,ysize = 500  
IDL> PLOT, mapStruct.uv_box[[0,2]],mapStruct.uv_box[[1,3],/nodata
```

but then I do a lot of calculations, drawing polygons etc,
and finally call the map_continents to overlay those lines.

```
IDL> result = MAP_PROJ_FORWARD(lon,lat,map_structure = mapstruct)  
IDL> MAP_CONTINENTS, /hi,MAP_STRUCTURE = mapstruct,/coasts,/countries,/usa
```

Am I in hell, and not noticing? :)

what is the problem you are finding?

cheers,
bob

Subject: Re: Map Projection Doom and Gloom
Posted by [R.G. Stockwell](#) on Sat, 30 May 2009 18:32:11 GMT
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"R.G. Stockwell" <noemail87@please.com> wrote in message
news:gvrtrgr\$u47\$1@aioe.org...
> "David Fanning" <news@dfanning.com> wrote in message
> news:MPG.248b0b41b41ca1f498a6ca@news.giganews.com...
> ...

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ok, read the web page.
lol, spooky action at a distance. Important to keep in mind.

wow, that is really unbelievable. It'd be interesting to see
what is really going on. I bet when you pass the map stucutre,
that the map routines are not using it but instead using the !Map
variables.

A quick check shows !map is empty before and after, so that is not it.
They must use a secret undocumented map system variable.

cheers,
bob

Subject: Re: Map Projection Doom and Gloom
Posted by [David Fanning](#) on Sun, 31 May 2009 03:34:02 GMT
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R.G. Stockwell writes:

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>
>
> Am I in hell, and not noticing? :)

This is more or less what I am doing, too, although I am doing it in a widget program that allows you to select the projection you prefer. But, I have found it is EXCEEDINGLY hard to debug action-at-a-distance interactions, since it is nearly impossible to find a reproducible bug that you can fix! It really feels more like Whack-A-Mole to me. And, of course, 90% of your time is spent either scratching your head in disbelief or fixing things that don't really need to be fixed.

I now have a map projection object that will perform the MAP_PROJ_INIT call when I ask it for its map structure. If I don't dilly-dally using the damn thing, it *usually* does what it is suppose to do. My biggest problem now is unravelling all the "fixes" I've put in the past couple of days. :-(

And, by the way, the Meadow Larks were wonderful. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
