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Subject: Re: Mapping in IDL 8 Challenge

Posted by [David Fanning](#) on Wed, 22 Sep 2010 21:39:55 GMT

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David Fanning writes:

> There is an ominous silence today from the new graphics  
> gurus to some of my questions. I suppose the Rockies  
> are playing a game that will get them into the World  
> Series or something.  
>  
> But, I know how you folks love a challenge. So,  
> here you go. Can anyone figure out how to produce  
> the following figure with the new graphics in IDL 8:  
>  
> <http://www.dfanning.com/misc/testimage.png>  
>  
> I've put the image data here:  
>  
> <http://www.dfanning.com/misc/testimage.img>  
>  
> And here is the code I use to produce the figure  
> in the old graphics system

Woohoo!

Thanks to Chris Torrence, I have solved this problem!

Here is the code I used, modified with Chris's suggestions:

```
.*****  
,  
openr, 1, 'testimage.img'  
image2 = bytarr(720,600)  
readu, 1, image2  
close, 1  
xrange=[-1440000.0, 1440000.0]  
yrange=[-89421.780, 2310578.2]  
m = MAP('Lambert Azimuthal', SPHERE_RADIUS=6371228L, $  
  CENTER_LATITUDE=90.0, CENTER_LONGITUDE=0.0, $  
  XRANGE=xrange, YRANGE=yrange, $  
  MARGIN=[0,0,0,0], DIMENSIONS=[720,600])  
grid = m.mapgrid  
grid.GRID_LATITUDE = 5  
grid.GRID_LONGITUDE = 30  
grid.LABEL_POSITION = 0.86  
grid.TRANSPARENCY = 50  
  
xdim = xrange[1] - xrange[0]
```

```
ydim = yrange[1]- yrange[0]
ctload, 4, /brewer, RGB_TABLE=rgb
im = image(image2, $
  IMAGE_DIMENSIONS=[xdim,ydim], $
  IMAGE_LOCATION=[xrange[0], yrange[0]], $
  GRID_UNITS='meters', /OVERPLOT, RGB_TABLE=rgb)

m1 = MAPCONTINENTS(/FILL_BACKGROUND, TRANSPARENCY=75)
m.xrange = xrange
m.yrange = yrange
.*****
,
```

This works great! Remind me again how to turn off window updating until the end when I am ready to display the whole darn thing?

Also, a word of warning. At least in main level programs, IDL 8 is going to get VERY confused if you have a variable named, say, "image" and a function call to "image". It took me awhile to fully realize this. Better go back to calling all variables "a". :-)

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.")

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Subject: Re: Mapping in IDL 8 Challenge  
Posted by [David Fanning](#) on Wed, 22 Sep 2010 22:46:32 GMT  
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David Fanning writes:

> This works great! Remind me again how to turn off  
> window updating until the end when I am ready to  
> display the whole darn thing?

Oh, oh! If the user makes the mistake of clicking and dragging in this window. (The default behavior of ALL new graphics windows, I guess.) Then the graphic jumps back to a massive map projection of the entire Northern hemisphere with a tiny

image in the center. And it appears there is no way to go back to what I was so careful to construct.

Cheers,

David

P.S. Let's just say, keep your cotton pick'n hands OFF my graphics windows!

--

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.")

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