
Subject: new graphics map coords

Posted by [Paul\[3\]](#) on Sat, 29 Jan 2011 00:10:32 GMT

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I wish to contour some global data in a Robinson projection, and then put a zonal mean plot of the same data to the right of the Robinson projection. However, the Robinson projection distorts latitudinally, so the zonal mean curves aren't quite lined up with the corresponding features on the Robinson projection.

Is there a way to have my zonal mean plot for each projection have the same vertical coordinates as the Robinson projection so that the two are directly comparable side-by-side? (I've tried using the CONVERTCOORD method...)

Subject: Re: new graphics map coords

Posted by [chris_torrence@NOSPAM](#) on Mon, 31 Jan 2011 19:57:59 GMT

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On Jan 28, 5:10 pm, Paul <paulsta...@gmail.com> wrote:

> I wish to contour some global data in a Robinson projection, and then
> put a zonal mean plot of the same data to the right of the Robinson
> projection. However, the Robinson projection distorts latitudinally,
> so the zonal mean curves aren't quite lined up with the corresponding
> features on the Robinson projection.
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> same vertical coordinates as the Robinson projection so that the two
> are directly comparable side-by-side? (I've tried using the
> CONVERTCOORD method...)

Hi Paul,

In IDL 8.1 you will be able to plot onto a map projection using the Plot() function, and it will warp the plot data to that projection.

For right now, you might try added a new map projection next to your existing map, and then using the Polyline() function to plot the actual points. However, I'm not sure how you would add the Axis...

-Chris

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Subject: Re: new graphics map coords

Posted by [Paul\[3\]](#) on Tue, 01 Feb 2011 21:53:26 GMT

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On Jan 31, 12:57 pm, Chris Torrence <gorth...@gmail.com> wrote:

> On Jan 28, 5:10 pm, Paul <paulsta...@gmail.com> wrote:
>

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> actual points. However, I'm not sure how you would add the Axis...
> -Chris
> ITTVIS

Thanks, Chris. You folks there at ITT are great.
Clever workaround with the polyline. I'll see if I can do that w/o
warping it horizontally.
