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Subject: Re: vectors on map-- partvelvec?  
Posted by [David Fanning](#) on Tue, 03 Jul 2012 13:10:44 GMT  
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anil writes:

> I am trying to plot a map and on top of it, the geostrophic velocities  
> from a data source.  
> I am using partvelvec.pro . It works fine when i do not do any  
> positioning, but this time the plot is awkward.  
> When i set a position like;  
> Map\_Set,/grid, Limit=[40 ,27,48, 42],position=[0.1,0.15,0.9,0.9] ;  
> for example, and i do ,  
> partvelvec,u,v,lon,lat,/over  
> then i end up with some of the data being plotted on the map but some  
> are missing !!!??!!.  
> The missing part corresponds ~ to the second half of the data file( an  
> ascii file containing longitude, latitude,u,v and dates).  
> Why is this happening? I know the partvelvec function uses cg\*  
> routines from Coyote library, but I have it installed in my libray.  
> Why is it plotting everything, when position is not set but it is not  
> when the position is set?  
> I checked the ascii files a thousand times but nothing seems to be  
> wrong, just an ordinary ascii file.

The good news is, this is not possible. The bad news is,  
the hallucinations are getting worse. :-(

What happens if you try this without a map projection?

Cheers,

David

--

David Fanning, Ph.D.  
Fanning Software Consulting, Inc.  
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>  
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: vectors on map-- partvelvec?  
Posted by [anil](#) on Wed, 04 Jul 2012 11:11:16 GMT  
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On Jul 3, 4:10 pm, David Fanning <n...@idlcoyote.com> wrote:

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> --  
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It seems that i have forgot to close the device and set\_plot at the  
end of the code. That was the medication to the hallucinations :).  
Thanks David.

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