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Subject: plotting symbols on map using direct graphics 8.2  
Posted by [Teddy Allen](#) on Thu, 30 Aug 2012 19:08:22 GMT  
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I would like to be able to use the new direct graphics method to plot symbols on a map. From what I understand, the older IDL version uses the PLOTS command to do this. I cannot seem to find any similar option to use with the newer 8.0 version. I want to place a triangle as a symbol at a specific lat/lon location on a map. In addition, I would like to be able to plot filled triangles and upsidedown triangles as well. Below is what I would like to produce:

```
nlon=9500
nlat=3500
lon=(95-findgen(nlon)*.01)*(-1)
lat=35-findgen(nlat)*.01
```

```
; I WOULD LIKE TO USE THE BELOW, BUT PLOT SYMBOLS and NOT TEXT.
map = MAP('MERCATOR', FILL_COLOR = "Pale turquoise",$
  LIMIT = [5.0, -95, 35.0, -55.0],label_show=0)
islands = MAPCONTINENTS(/countries, COLOR = "brown",FILL_COLOR='green')
star = TEXT(-77.5, 25.0, /DATA, '*',FONT_SIZE=28,
  FONT_STYLE='Bold',FONT_COLOR='yellow')
```

```
; I WANT TO AVOID THIS OLDER STYLE OF SCRIPTING
device, decomposed=0, get_decomposed=olddc
loadct, 25
map_set, /cylindrical, /noerase, limit=[5, -95, 35, -55],$
  position=[0.1, 0.1, 0.8, 0.9]
map_continents, color=81, thick=2
plots, -77.5, 25, psym=5, symsize=1.5, color=200, thick=1
decomposed=olddc
```

```
STOP
END
```

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Subject: Re: plotting symbols on map using direct graphics 8.2  
Posted by [Teddy Allen](#) on Thu, 30 Aug 2012 19:42:22 GMT  
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On Thursday, August 30, 2012 3:08:23 PM UTC-4, Teddy Allen wrote:

> I would like to be able to use the new direct graphics method to plot symbols on a map. From what I understand, the older IDL version uses the PLOTS command to do this. I cannot seem to find any similar option to use with the newer 8.0 version. I want to place a triangle as a symbol at a specific lat/lon location on a map. In addition, I would like to be able to plot filled triangles and upsidedown triangles as well. Below is what I would like to produce:

>

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>
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>
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>     LIMIT = [5.0, -95, 35.0, -55.0], label_show=0)
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> star = TEXT(-77.5, 25.0, /DATA, '*', FONT_SIZE=28,
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>
>
>
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> ; I WANT TO AVOID THIS OLDER STYLE OF SCRIPTING
>
> device, decomposed=0, get_decomposed=olddc
>
> loadct, 25
>
> map_set, /cylindrical, /noerase, limit=[5, -95, 35, -55], $
>     position=[0.1, 0.1, 0.8, 0.9]
>
> map_continents, color=81, thick=2
>
> plots, -77.5, 25, psym=5, symsize=1.5, color=200, thick=1
>
> decomposed=olddc
>
>
>
> STOP

```

```
>  
> END
```

REALIZED that I need to replace

```
star = TEXT(-77.5, 25.0, /DATA, '*', $  
FONT_SIZE=28$, FONT_STYLE='Bold', FONT_COLOR='yellow')
```

with

```
p = SYMBOL(-77.5, 25.0, symbol=5, /data)
```

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Subject: Re: plotting symbols on map using direct graphics 8.2

Posted by [DavidF\[1\]](#) on Thu, 30 Aug 2012 21:51:11 GMT

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Teddy Allen writes:

```
> p = SYMBOL(-77.5, 25.0, symbol=5, /data)
```

I agree this is how this should work, but I don't see the symbol on my map. :-(

Using IDL 8.2, Windows 64-bit OS. Does anyone else see it?

Cheers,

David

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