
Subject: Re: Image Overlays on Google Earth with KML Files
Posted by [natha](#) on Thu, 01 Nov 2012 17:48:09 GMT

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Hi David,

I am glad that my question has inspired you...

I found a very good library to create KML files in IDL. I didn't start using it but it seems very complete to me. Take a look :

<http://code.google.com/p/kdm-idl/>

One question I have is about the projection... In your code your are projecting everything to an Equirectangular projection. Is this the Google Earth exact "projection"?

I am asking this because I have found some differences between the IDL Mercator projection and the projection used by Google Maps (that is also Mercator). I don't exactly know the reason but if I want precision of meters I have to use my own code to project things.

Thank you,
nata

Subject: Re: Image Overlays on Google Earth with KML Files
Posted by [DavidF\[1\]](#) on Thu, 01 Nov 2012 18:19:55 GMT

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Nata writes:

> I am glad that my question has inspired you...

>
> I found a very good library to create KML files in IDL. I didn't start using it but it seems very complete to me. Take a look :

>
> <http://code.google.com/p/kdm-idl/>

Yes, I used many of the ideas in this library for my own code. It had a few too many dependencies for me, and too little documentation. But, it looks very complete. And I can certainly appreciate what a lot of work went into it.

> One question I have is about the projection... In your code your are projecting everything to an Equirectangular projection. Is this the Google Earth exact "projection"?

I don't know what you mean by "exact" projection. But, yes, this is the projection Google Earth uses. The `cgImage2KML` program converts from whatever projection your image is using to this projection before it creates the PNG file that is placed on Google Earth.

> I am asking this because I have found some differences between the IDL Mercator projection and the projection used by Google Maps (that is also Mercator). I don't exactly know the reason but if I want precision of meters I have to use my own code to project things.

If you are talking about the Mercator projection that is set up with MAP_SET, then you are certainly correct. This map projection is wrong. I have experienced no such problem with the Mercator projection set up with Map_Proj_Init, and these GCTP projections are the only ones used by cgMap, my map coordinate object, which is what I use for ALL of my map projection work.

Cheers,

David
