
Subject: Re: attractive base map for animation
Posted by [DavidF\[1\]](#) on Tue, 06 Nov 2012 18:51:01 GMT
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Edward Hyer writes:

> A different sort of problem for me. I am trying to illustrate some of
> the complications of using data with an observation scale of 1E4
> meters to observe phenomena with variation at scales of 1E3 or 1E2
> meters. So instead of the rivers, continents, and sometimes states
> that I generally need for map annotation, I am looking for a basemap
> that will show urban features like freeways.
>
> What do folks use for this?

Google Maps.

http://www.idlcoyote.com/map_tips/googlemap.php

Cheers,

David

Subject: Re: attractive base map for animation
Posted by [MarioIncandenza](#) on Thu, 08 Nov 2012 23:07:53 GMT
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On Tuesday, November 6, 2012 10:51:01 AM UTC-8, Coyote wrote:
> Google Maps.

Thanks! That was probably the most fun day of coding I've had in months! I just went ahead and had the API draw what I needed on the map. I think it's pretty awesome that you got the map graphics pulled into a `cgMap()` object, but I didn't end up messing with that because objects (read: because I am a Neanderthal.)

Thanks,

--Edward H.

Subject: Re: attractive base map for animation
Posted by [David Fanning](#) on Thu, 08 Nov 2012 23:19:47 GMT
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Edward Hyer writes:

> Thanks! That was probably the most fun day of coding I've had in months! I just went ahead and had the API draw what I needed on the map. I think it's pretty awesome that you got the map graphics pulled into a `cgMap()` object, but I didn't end up messing with that because objects (read: because I am a Neanderthal.)

The only thing you have to know about a map object is how to set up the map coordinate space with it:

map -> Draw

That does it! Even Neanderthals ought to be able to figure that out. ;-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
