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Subject: Plotting Vectors on Map Objects

Posted by [emgrono](#) on Wed, 24 May 2017 19:35:35 GMT

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Hello.

I am using `cgdrawvectors` to draw vectors on a map created with `map_set`. However, while the location of the vectors on the map is correct, the orientation is not relative to the coordinate system of the map, but to the "screen" (there may be a better way to describe this).

I saw in the `cgdrawvectors` documentation that it may place nice with `cgmap` objects, and so I thought I would try creating the map as an object with `cgmap`. This hasn't worked out so easily though. I have been able to draw a map, and do some basic things with it, but I haven't been able to recreate my map.

For example, I couldn't figure out how to recreate the effect of the `scale` argument in `map_set` and zoom in. The `Limit` and `xrange/yrange` arguments to `cgmap` do not seem to do this. Any help understanding how to work with map objects would be appreciated. Solutions to the problem described in the first paragraph that don't involve map objects are also welcome.

This is basically what I am trying to recreate:

```
pa = [0, 0, 1, 1]
```

```
scale = 3.2e7
```

```
lat = 65
```

```
lon = 258
```

```
map_set, lat, lon, /stereo, /continents, scale = scale, position = pa, /isotropic, /noborder
```

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Subject: Re: Plotting Vectors on Map Objects

Posted by [emgrono](#) on Thu, 25 May 2017 11:44:58 GMT

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I seem to have figured out how to work with `cgmap` objects. The issue stemmed from my outdated Coyote library.

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Subject: Re: Plotting Vectors on Map Objects

Posted by [emgrono](#) on Thu, 25 May 2017 12:14:14 GMT

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I realize now that this approach doesn't help with my original problem. The vectors are still oriented incorrectly. Could someone confirm that `cgdrawvectors` is only useful with certain map orientations? e.g. ones where north/south is up/down and east/west is right/left, or polar plots where the vectors can be easily rotated.

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