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Subject: map\_image or map\_patch?

Posted by [Ian E. Sprod](#) on Wed, 23 Apr 1997 07:00:00 GMT

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Dear IDL users,

I have recently started to use map\_patch for warping data to various map projections and have been pretty happy with the results.

Some recent testing I have done shows that map\_patch is about 5 times slower in IDL 5 compared to IDL 4. This is a little troubling as map\_image only slowed down by 1.5. These are all rough figures you understand!

I was wondering if anyone had any pointers in choosing which of map\_image or map\_patch to use in a given case? If it helps, most of my data is 1x1 degree regular grids of ints or floats.

Thanks,

Ian Sprod  
CIRES

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Subject: Re: map\_image or map\_patch?

Posted by [davidf](#) on Wed, 23 Apr 1997 07:00:00 GMT

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Ian Spord writes:

> I was wondering if anyone had any pointers in choosing which of  
> map\_image or map\_patch to use in a given case? If it helps, most of  
> my data is 1x1 degree regular grids of ints or floats.

I always thought the rule of thumb was this: (1) Try Map\_Image.  
(2) If that doesn't work, try Map\_Patch. (3) If that doesn't work  
either, order NCAR graphics. :-)

David

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David Fanning, Ph.D.

Fanning Software Consulting

Customizable IDL Programming Courses

Phone: 970-221-0438 E-Mail: [davidf@dfanning.com](mailto:davidf@dfanning.com)

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

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