Subject: Re: Combining Velovect and Map_set graphic outputs in IDL
Posted by hcp on Thu, 25 Mar 1999 08:00:00 GMT
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In article <7dd7r0$6qt$1@nnrp1.dejanews.com>, waicken@my-dejanews.com writes:
|> I'm having difficulty getting a coastline to successfully overlay on top of
|> wind vectors produced using velovect. I'm calling velovect first to plot the
|> vectors, and then map_set with noerase switch. Unfortunately it seems really
|> difficult to get the coastline to plot to the same limits as the velovect
|> output, even juggling the 4 element limit keyword in map_set. Anybody tried
|> this before and been successful?

The approved way to do this is to switch to mapping co-ordinates FIRST, then
draw the arrows, then add the continents, like this:

IDL> map_set , /aitoff,/isotropic
IDL> velovect,zonw,merw,windlongs,windlats,/overplot
IDL> map_continents

Unfortunately, the velovect routine in versions of IDL previous to 5.2 [*]
have a bug which prevents the overplot bit working properly.
Fortunately, velovect is written in IDL so you can copy it to your own space,
rename it as Velo_actually_works and fix it yourself. If you can't work out
how I'll email my version to you, but the easiest solution if the above three
lines don't work is to upgrade to 5.2.

Hugh

[*] It may have been fixed earlier than 5.2, I can't remember exactly. Anyway, it
certainly works in 5.2

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OBDisclaimer: The views expressed herein are mine, not those of UofE.
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Subject: Re: Combining Velovect and Map_set graphic outputs in IDL
Posted by davidf on Thu, 25 Mar 1999 08:00:00 GMT
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Will Aicken (waicken@my-dejanews.com) writes:

> I'm having difficulty getting a coastline to successfully overlay on top of
> wind vectors produced using velovect. I'm calling velovect first to plot the
> vectors, and then map_set with noerase switch. Unfortunately it seems really
> difficult to get the coastline to plot to the same limits as the velovect
> output, even juggling the 4 element limit keyword in map_set. Anybody tried
> this before and been successful?

Uh, I think you are juggling the wrong 4-element vector.
You will have more success juggling the POSITION keyword
(for *both* routines). :-)

Cheers,

David
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