
Subject: Combining Velovect and Map_set graphic outputs in IDL
Posted by [waicken](#) on Thu, 25 Mar 1999 08:00:00 GMT

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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?

Will Aicken

-----== Posted via Deja News, The Discussion Network ==-----

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