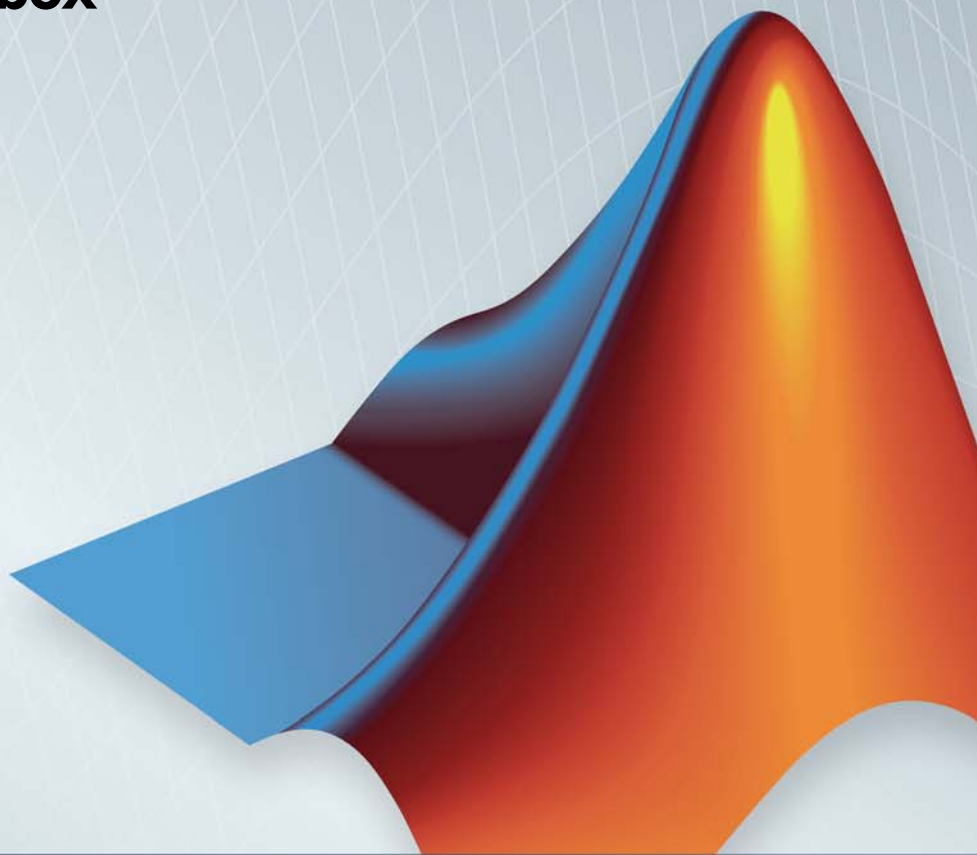


# Mapping Toolbox™

## Reference

R2014a



# MATLAB®

## How to Contact MathWorks



[www.mathworks.com](http://www.mathworks.com) Web  
[comp.soft-sys.matlab](mailto:comp.soft-sys.matlab) Newsgroup  
[www.mathworks.com/contact\\_TS.html](http://www.mathworks.com/contact_TS.html) Technical Support



[suggest@mathworks.com](mailto:suggest@mathworks.com) Product enhancement suggestions  
[bugs@mathworks.com](mailto:bugs@mathworks.com) Bug reports  
[doc@mathworks.com](mailto:doc@mathworks.com) Documentation error reports  
[service@mathworks.com](mailto:service@mathworks.com) Order status, license renewals, passcodes  
[info@mathworks.com](mailto:info@mathworks.com) Sales, pricing, and general information



508-647-7000 (Phone)



508-647-7001 (Fax)



The MathWorks, Inc.  
3 Apple Hill Drive  
Natick, MA 01760-2098

For contact information about worldwide offices, see the MathWorks Web site.

*Mapping Toolbox™ Reference*

© COPYRIGHT 1997–2014 by The MathWorks, Inc.

The software described in this document is furnished under a license agreement. The software may be used or copied only under the terms of the license agreement. No part of this manual may be photocopied or reproduced in any form without prior written consent from The MathWorks, Inc.

FEDERAL ACQUISITION: This provision applies to all acquisitions of the Program and Documentation by, for, or through the federal government of the United States. By accepting delivery of the Program or Documentation, the government hereby agrees that this software or documentation qualifies as commercial computer software or commercial computer software documentation as such terms are used or defined in FAR 12.212, DFARS Part 227.72, and DFARS 252.227-7014. Accordingly, the terms and conditions of this Agreement and only those rights specified in this Agreement, shall pertain to and govern the use, modification, reproduction, release, performance, display, and disclosure of the Program and Documentation by the federal government (or other entity acquiring for or through the federal government) and shall supersede any conflicting contractual terms or conditions. If this License fails to meet the government's needs or is inconsistent in any respect with federal procurement law, the government agrees to return the Program and Documentation, unused, to The MathWorks, Inc.

### Trademarks

MATLAB and Simulink are registered trademarks of The MathWorks, Inc. See [www.mathworks.com/trademarks](http://www.mathworks.com/trademarks) for a list of additional trademarks. Other product or brand names may be trademarks or registered trademarks of their respective holders.

### Patents

MathWorks products are protected by one or more U.S. patents. Please see [www.mathworks.com/patents](http://www.mathworks.com/patents) for more information.

## Revision History

May 1997	First printing	New for Version 1.0
October 1998	Second printing	Version 1.1
November 2000	Third printing	Version 1.2 (Release 12)
July 2002	Online only	Revised for Version 1.3 (Release 13)
September 2003	Online only	Revised for Version 1.3.1 (Release 13SP1)
January 2004	Online only	Revised for Version 2.0 (Release 13SP1+)
April 2004	Online only	Revised for Version 2.0.1 (Release 13SP1+)
June 2004	Fourth printing	Revised for Version 2.0.2 (Release 14)
October 2004	Online only	Revised for Version 2.0.3 (Release 14SP1)
March 2005	Fifth printing	Revised for Version 2.1 (Release 14SP2)
August 2005	Sixth printing	Minor revision for Version 2.1
September 2005	Online only	Revised for Version 2.2 (Release 14SP3)
March 2006	Online only	Revised for Version 2.3 (Release 2006a)
September 2006	Seventh printing	Revised for Version 2.4 (Release 2006b)
March 2007	Online only	Revised for Version 2.5 (Release 2007a)
September 2007	Eighth printing	Revised for Version 2.6 (Release 2007b)
March 2008	Online only	Revised for Version 2.7 (Release 2008a)
October 2008	Online only	Revised for Version 2.7.1 (Release 2008b)
March 2009	Online only	Revised for Version 2.7.2 (Release 2009a)
September 2009	Online only	Revised for Version 3.0 (Release 2009b)
March 2010	Online only	Revised for Version 3.1 (Release 2010a)
September 2010	Online only	Revised for Version 3.2 (Release 2010b)
April 2011	Online only	Revised for Version 3.3 (Release 2011a)
September 2011	Online only	Revised for Version 3.4 (Release 2011b)
March 2012	Online only	Revised for Version 3.5 (Release 2012a)
September 2012	Online only	Revised for Version 3.6 (Release 2012b)
March 2013	Online only	Revised for Version 3.7 (Release 2013a)
September 2013	Online only	Revised for Version 4.0 (Release 2013b)
March 2014	Online only	Revised for Version 4.0.1 (Release 2014a)





## Functions — Alphabetical List

---

**1**



# Functions — Alphabetical List

---

## Purpose

Local spherical AER to geocentric ECEF

## Syntax

```
[X,Y,Z] =  
aer2ecef(az,elev,slantRange,lat0,lon0,h0,spheroid)  
[ ___ ] = aer2ecef( ___,angleUnit)
```

## Description

[X,Y,Z] = aer2ecef(az,elev,slantRange,lat0,lon0,h0,spheroid) returns Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian coordinates corresponding to coordinates az, elev, slantRange in a local spherical system having the same origin. Any of the first six numerical input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

[ \_\_\_ ] = aer2ecef( \_\_\_,angleUnit) adds angleUnit which specifies the units of inputs az, elev, lat0, and lon0.

## Input Arguments

### az - Azimuth angles

scalar value | vector | matrix | N-D array

Azimuth angles in the local spherical system, specified as a scalar, vector, matrix, or N-D array. Azimuths are measured clockwise from north. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

### Data Types

single | double

### elev - Elevation angles

scalar value | vector | matrix | N-D array

Elevation angles in the local spherical system, specified as a scalar, vector, matrix, or N-D array. Elevations are with respect to a plane perpendicular to the spheroid surface normal. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**slantRange - Distances from local origin**

scalar value | vector | matrix | N-D array

Distances from origin in the local spherical system, returned as a scalar, vector, matrix, or N-D array. The straight-line, 3-D Cartesian distance is used. Units are determined by the `LengthUnit` property of the spheroid input.

**Data Types**

single | double

**lat0 - Geodetic latitude of local origin**

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lat0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**lon0 - Longitude of local origin**

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lon0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**

single | double

## **h0 - Ellipsoidal height of local origin**

scalar value | vector | matrix | N-D array

Ellipsoidal height of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of h0 is scalar, but it need not be. (It may refer to a moving platform, for example). Units are determined by the LengthUnit property of the spheroid input.

### **Data Types**

single | double

## **spheroid - Reference spheroid**

scalar referenceEllipsoid | oblateSpheroid | referenceSphere object

Reference spheroid, specified as a scalar referenceEllipsoid, oblateSpheroid, or referenceSphere object.

## **angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

### **Data Types**

char

## **Output Arguments**

### **X - ECEF x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

### **Data Types**

single | double

### **Y - ECEF y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the `LengthUnit` property of the `spheroid` object.

**Data Types**

single | double

**Z - ECEF z-coordinates**

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the `LengthUnit` property of the `spheroid` object.

**Data Types**

single | double

**See Also**

[aer2geodetic](#) | [ecef2aer](#) | [enu2ecef](#) | [ned2ecef](#)

**Purpose** Local spherical AER to local Cartesian ENU

**Syntax** [xEast,yNorth,zUp] = aer2enu(az,elev,slantRange)  
[ \_\_\_ ] = aer2enu( \_\_\_,angleUnit)

**Description** [xEast,yNorth,zUp] = aer2enu(az,elev,slantRange) returns coordinates in a local east-north-up (ENU) Cartesian system corresponding to coordinates az, elev, slantRange in a local spherical system having the same origin. Any of the three numerical input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

[ \_\_\_ ] = aer2enu( \_\_\_,angleUnit) adds angleUnit which specifies the units of inputs az and elev..

## Input Arguments

### az - Azimuth angles

scalar value | vector | matrix | N-D array

Azimuth angles in the local spherical system, specified as a scalar, vector, matrix, or N-D array. Azimuths are measured clockwise from north. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

#### Data Types

single | double

### elev - Elevation angles

scalar value | vector | matrix | N-D array

Elevation angles in the local spherical system, specified as a scalar, vector, matrix, or N-D array. Elevations are with respect to a plane perpendicular to the spheroid surface normal. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

#### Data Types

single | double



**slantRange - Distances from local origin**

scalar value | vector | matrix | N-D array

Distances from origin in the local spherical system, returned as a scalar, vector, matrix, or N-D array. The straight-line, 3-D Cartesian distance is used. Units are determined by the LengthUnit property of the spheroid input.

**Data Types**

single | double

**angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

**Data Types**

char

**Output Arguments****xEast - Local ENU x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the local ENU system, returned as a scalar value, vector, matrix, or N-D array.

**yNorth - Local ENU y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the local ENU system, returned as a scalar value, vector, matrix, or N-D array.

**zUp - Local ENU z-coordinates**

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the local ENU system, returned as a scalar value, vector, matrix, or N-D array.

**See Also**

aer2ned | enu2aer

# aer2geodetic

---

**Purpose** Local spherical AER to geodetic

**Syntax**

```
[lat,lon,h] =  
aer2geodetic(az,elev,slantRange,lat0,lon0,h0,spheroid)  
[ ___ ] = aer2geodetic( ___ ,angleUnit)
```

**Description**

```
[lat,lon,h] =  
aer2geodetic(az,elev,slantRange,lat0,lon0,h0,spheroid)
```

returns geodetic coordinates corresponding to coordinates `az`, `elev`, `slantRange` in a local spherical system. Any of the first six numeric input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

```
[ ___ ] = aer2geodetic( ___ ,angleUnit)
```

adds `angleUnit` which specifies the units of inputs `az`, `elev`, `lat0`, `lon0`, and outputs `lat`, `lon`.

## Input Arguments

### **az - Azimuth angles**

scalar value | vector | matrix | N-D array

Azimuth angles in the local spherical system, specified as a scalar, vector, matrix, or N-D array. Azimuths are measured clockwise from north. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### **Data Types**

single | double

### **elev - Elevation angles**

scalar value | vector | matrix | N-D array

Elevation angles in the local spherical system, specified as a scalar, vector, matrix, or N-D array. Elevations are with respect to a plane perpendicular to the spheroid surface normal. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**slantRange - Distances from local origin**

scalar value | vector | matrix | N-D array

Distances from origin in the local spherical system, returned as a scalar, vector, matrix, or N-D array. The straight-line, 3-D Cartesian distance is used. Units are determined by the `LengthUnit` property of the spheroid input.

**Data Types**

single | double

**lat0 - Geodetic latitude of local origin**

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lat0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**lon0 - Longitude of local origin**

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lon0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**

single | double

## **h0 - Ellipsoidal height of local origin**

scalar value | vector | matrix | N-D array

Ellipsoidal height of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of h0 is scalar, but it need not be. (It may refer to a moving platform, for example). Units are determined by the LengthUnit property of the spheroid input.

### **Data Types**

single | double

## **spheroid - Reference spheroid**

scalar referenceEllipsoid | oblateSpheroid | referenceSphere object

Reference spheroid, specified as a scalar referenceEllipsoid, oblateSpheroid, or referenceSphere object.

## **angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

### **Data Types**

char

## **Output Arguments**

### **lat - Geodetic latitudes**

scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument angleUnit, if supplied; values are in degrees, otherwise. When in degrees, they lie in the closed interval [-90 90].

### **lon - Longitudes**

scalar value | vector | matrix | N-D array

Longitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument

`angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the interval [-180 180].

### **h - Ellipsoidal heights**

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` object

## **Examples**

### **Zermatt to the Matterhorn**

Compute the latitude, longitude and orthometric height of the summit of the Matterhorn (Monte Cervino) from its azimuth, elevation and (slant) range relative to Zermatt, Switzerland. All distances and lengths are in meters.

Origin (reference point): Zermatt.

```
fmt = get(0, 'Format');
format short g
```

```
lat0 = dm2degrees([46 1]) % convert degree-minutes to degrees
lon0 = dm2degrees([ 7 45])
hOrthometric0 = 1620;
hGeoid = 53;
h0 = hOrthometric0 + hGeoid
```

```
lat0 =
    46.017
```

```
lon0 =
    7.75
```

h0 =

1673

Azimuth, elevation, and slant range to Matterhorn summit.

```
az = 237.8;  
elev = 18.755;  
slantRange = 8871.7;
```

Latitude, longitude, and ellipsoidal height of summit.

```
[lat, lon, hEllipsoidal] = aer2geodetic( ...  
    az, elev, slantRange, lat0, lon0, h0, wgs84Ellipsoid)
```

lat =

45.976

lon =

7.6583

hEllipsoidal =

4531

Orthometric height of summit.

```
hGeoid = 53;  
hOrthometric = hEllipsoidal - hGeoid  
format(fmt)
```

hOrthometric =

4478

**See Also**

[aer2ecef](#) | [enu2geodetic](#) | [geodetic2aer](#) | [ned2geodetic](#)

# aer2ned

---

**Purpose** Local spherical AER to local Cartesian NED

**Syntax** `[xNorth,yEast,zDown] = aer2ned(az,elev,slantRange)`  
`[ ___ ] = aer2ned( ___,angleUnit)`

**Description** `[xNorth,yEast,zDown] = aer2ned(az,elev,slantRange)` returns coordinates in a local north—east—down (NED) Cartesian system corresponding to coordinates `az`, `elev`, `slantRange` in a local spherical system having the same origin. Any of the three numerical input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

`[ ___ ] = aer2ned( ___,angleUnit)` adds `angleUnit` which specifies the units of inputs `az` and `elev`.

## Input Arguments

### **az - Azimuth angles**

scalar value | vector | matrix | N-D array

Azimuth angles in the local spherical system, specified as a scalar, vector, matrix, or N-D array. Azimuths are measured clockwise from north. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### **Data Types**

single | double

### **elev - Elevation angles**

scalar value | vector | matrix | N-D array

Elevation angles in the local spherical system, specified as a scalar, vector, matrix, or N-D array. Elevations are with respect to a plane perpendicular to the spheroid surface normal. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### **Data Types**

single | double



**slantRange - Distances from local origin**

scalar value | vector | matrix | N-D array

Distances from origin in the local spherical system, returned as a scalar, vector, matrix, or N-D array. The straight-line, 3-D Cartesian distance is used. Units are determined by the LengthUnit property of the spheroid input.

**Data Types**

single | double

**angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

**Data Types**

char

**Output Arguments****xNorth - Local NED x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the local NED system, returned as a scalar value, vector, matrix, or N-D array.

**yEast - Local NED y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the local NED system, returned as a scalar value, vector, matrix, or N-D array.

**zDown - Local NED z-coordinates**

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the local NED system, returned as a scalar value, vector, matrix, or N-D array.

**See Also**

aer2enu | ned2aer

**Purpose** Parameters for Earth, planets, Sun, and Moon

**Syntax**

```
almanac
almanac(body)
data = almanac(body,parameter)
data = almanac(body,parameter,units)
data = almanac(parameter,units,referencebody)
```

**Description** `almanac` is not recommended. Use `earthRadius`, `referenceEllipsoid`, `referenceSphere`, or `wgs84Ellipsoid` instead.

`almanac` displays the names of the celestial objects available in the `almanac`.

`almanac(body)` lists the options, or parameters, available for each celestial body. Valid *body* strings are

```
'earth'      'pluto'
'jupiter'    'saturn'
'mars'       'sun'
'mercury'    'uranus'
'moon'       'venus'
'neptune'
```

`data = almanac(body,parameter)` returns the value of the requested parameter for the celestial body specified by *body*.

Valid *parameter* strings are 'radius' for the planetary radius, 'ellipsoid' or 'geoid' for the two-element ellipsoid vector, 'surfarea' for the surface area, and 'volume' for the planetary volume.

For the Earth, *parameter* can also be any valid predefined ellipsoid string. In this case, the two-element ellipsoid vector for that ellipsoid model is returned. Valid ellipsoid definition strings for the Earth are

```
'everest'      1830 Everest ellipsoid
'bessel'       1841 Bessel ellipsoid
```

'airy'	1830 Airy ellipsoid
'clarke66'	1866 Clarke ellipsoid
'clarke80'	1880 Clarke ellipsoid
'international'	1924 International ellipsoid
'krasovsky'	1940 Krasovsky ellipsoid
'wgs60'	1960 World Geodetic System ellipsoid
'iau65'	1965 International Astronomical Union ellipsoid
'wgs66'	1966 World Geodetic System ellipsoid
'iau68'	1968 International Astronomical Union ellipsoid
'wgs72'	1972 World Geodetic System ellipsoid
'grs80'	1980 Geodetic Reference System ellipsoid
'wgs84'	1984 World Geodetic System ellipsoid

For the Earth, the *parameter* strings 'ellipsoid' and 'geoid' are equivalent to 'grs80'.

`data = almanac(body,parameter,units)` specifies the units to be used for the output measurement, where *units* is any valid distance units string. Note that these are linear units, but the result for surface area is in square units, and for volume is in cubic units. The default units are 'kilometers'.

`data = almanac(parameter,units,referencebody)` specifies the source of the information. This sets the assumptions about the shape of the celestial body used in the calculation of volumes and surface areas. A *referencebody* string of 'actual' returns a tabulated value rather than one dependent upon a ellipsoid model assumption. Other possible *referencebody* strings are 'sphere' for a spherical assumption and 'ellipsoid' for the default ellipsoid model. The default reference body is 'sphere'.

For the Earth, any of the preceding predefined ellipsoid definition strings can also be entered as a reference body.

For Mercury, Pluto, Venus, the Sun, and the Moon, the eccentricity of the ellipsoid model is zero, that is, the 'ellipsoid' reference body is actually a sphere.

## Tips

Take care when using angular arc length units for distance measurements. All planets have a radius of 1 radian, for example, and an area unit of *square degrees* indicates unit squares, 1 degree of arc length on a side, not 1-degree-by-1-degree quadrangles.

## See Also

[distance](#) | [earthRadius](#) | [referenceEllipsoid](#) | [referenceSphere](#)  
| [wgs84Ellipsoid](#)

**Purpose** Format angle strings

**Syntax**

```
str = angl2str(angle)
str = angl2str(angle,signcode)
str = angl2str(angle,signcode,units)
str = angl2str(angle,signcode,units,n)
```

**Description** `str = angl2str(angle)` converts a numerical vector of angles in degrees to a string matrix.

`str = angl2str(angle,signcode)` uses the string *signcode* to specify the method for indicating that a given angle is positive or negative. *signcode* may be one of the following:

- 'ew' east/west notation; trailing 'e' (positive longitudes) or 'w' (negative longitudes)
- 'ns' north/south notation; trailing 'n' (positive latitudes) or 's' (negative latitudes)
- 'pm' plus/minus notation; leading '+' (positive angles) or '-' (negative angles)
- 'none' blank/minus notation; leading '-' for negative angles or sign omitted for positive angles (the default value)

`str = angl2str(angle,signcode,units)` uses the string *units* to indicate both the units in which angle is provided *and* to control the output format. *units* can be 'degrees' (the default value), 'radians', 'degrees2dm', or 'degrees2dms'. *units* may be abbreviated and is case-insensitive. The interpretations of *units* are as follows:

Units	Units of Angle	Output Format
'degrees'	degrees	decimal degrees
'degrees2dm'	degrees	degrees + decimal minutes

# angl2str

Units	Units of Angle	Output Format
'degrees2dms'	degrees	degrees + minutes + decimal seconds
'radians'	radians	decimal radians

`str = angl2str(angle,signcode,units,n)` uses the integer `n` to control the number of significant digits provided in the output. `n` is the power of 10 representing the last place of significance in the number of degrees, minutes, seconds, or radians -- for `units` of 'degrees', 'degrees2dm', 'degrees2dms', and 'radians', respectively. For example, if `n = -2` (the default), `angl2str` rounds to the nearest hundredth. If `n = -0`, `angl2str` rounds to the nearest integer. And if `n = 1`, `angl2str` rounds to the tens place, although positive values of `n` are of little practical use. In all cases, the interpretation of the parameter `n` is consistent between `angl2str` and `roundn`.

## Tips

The purpose of this function is to make angular-valued variables into strings suitable for map display. In general, the interpretation of the parameter `n` by `angl2str` is consistent with that of `roundn`.

## Examples

Create a string matrix to represent a series of values in DMS units, using the north-south format:

```
a = -3:1.5:3;  
str = angl2str(a,'ns','degrees2dms',-3)
```

```
str =  
 3^{\circ} 00' 00.000" S  
 1^{\circ} 30' 00.000" S  
 0^{\circ} 00' 00.000"  
 1^{\circ} 30' 00.000" N  
 3^{\circ} 00' 00.000" N
```

These LaTeX strings are displayed (using either `text` or `textm`) as

3" 00' 00.000" S  
1" 30' 00.000" S  
0" 00' 00.000"  
1" 30' 00.000" N  
3" 00' 00.000" N

**See Also**      `str2angle` | `dist2str`

# angledim

---

**Purpose** Convert angles units

---

**Note** The `angledim` function has been replaced by four, more specific, functions: `fromRadians`, `fromDegrees`, `toRadians`, and `toDegrees`. However, `angledim` will be maintained for backward compatibility. The functions `degtorad`, `radtodeg`, and `unitsratio` provide additional alternatives.

---

**Syntax** `angleOut = angledim(angleIn, from, to)`

**Description** `angleOut = angledim(angleIn, from, to)` returns the value of the input angle `angleIn`, which is in units specified by the valid angle units string `from`, in the desired units given by the valid angle units string `to`. Angle units strings are `'degrees'` for “decimal” degrees or `'radians'` for radians

**Examples** Convert from degrees to radians:

```
angledim(23.45134, 'degrees', 'radians')  
  
ans =  
    0.4093
```

**See Also** `degrees2dms` | `degtorad` | `fromDegrees` | `fromRadians` | `toDegrees` | `toRadians` | `radtodeg` | `unitsratio`



<b>Purpose</b>	Point on opposite side of globe
<b>Syntax</b>	<pre>[newlat,newlon] = antipode(lat,lon) [newlat,newlon] = antipode(lat,lon,angleunits)</pre>
<b>Description</b>	<p>[newlat,newlon] = antipode(lat,lon) returns the geographic coordinates of the points exactly opposite on the globe from the input points given by lat and lon. All angles are in degrees.</p> <p>[newlat,newlon] = antipode(lat,lon,angleunits) specifies the input and output units with the string <i>angleunits</i>. The string <i>angleunits</i> can be either 'degrees' or 'radians'. It can be abbreviated and is case-insensitive.</p>
<b>Examples</b>	<p><b>Example 1</b></p> <p>Given a point (43°N, 15°E), find its antipode:</p> <pre>[newlat,newlong] = antipode(43,15) newlat =     -43 newlong =     -165</pre> <p>or (43°S, 165°W).</p> <p><b>Example 2</b></p> <p>Perhaps the most obvious antipodal points are the North and South Poles. The function antipode demonstrates this:</p> <pre>[newlat,newlong] = antipode(90,0,'degrees') newlat =     -90 newlong =     180</pre> <p>Note that in this case longitudes are irrelevant because all meridians converge at the poles.</p>

## Example 3

Find the antipode of the location of the MathWorks corporate headquarters in Natick, Massachusetts. Map the headquarters location and its antipode in an orthographic projection. Begin by specifying latitude and longitude as degree-minutes-seconds and then convert to decimal degrees.

```
mwlats = dms2degrees([ 42 18 2.5])
mwlons = dms2degrees([-71 21 7.9])
```

```
mwlats =
    42.3007
mwlons =
   -71.3522
```

```
[amwlats amwlons] = antipode(mwlats,mwlons)
```

```
amwlats =
   -42.3007
amwlons =
   108.6478
```

Prove that these points are antipodes:

```
dist = distance(mwlats,mwlons,amwlats,amwlons)
```

```
dist =
    180.0000
```

The distance function shows them to be 180 degrees apart.

Generate a map centered on the original point:

```
subplot(1,2,1)
axesm('MapProjection','ortho','origin',[mwlats mwlons],...
      'frame','on','grid','on')
load coast
geoshow(lat,long,'displaytype','polygon')
```

```

geoshow(mwlat,mwlon,'Marker','o','Color','red')
s = ['Looking down at (' angl2str(mwlat,'ns') ...
    ',' angl2str(mwlon,'ew') ')'];
title(s)

```

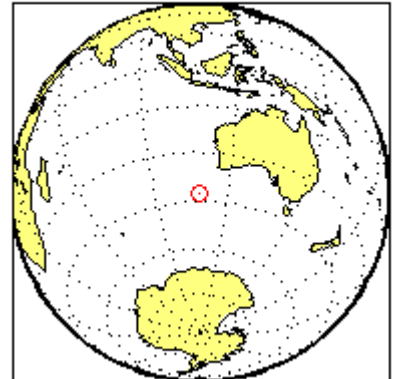
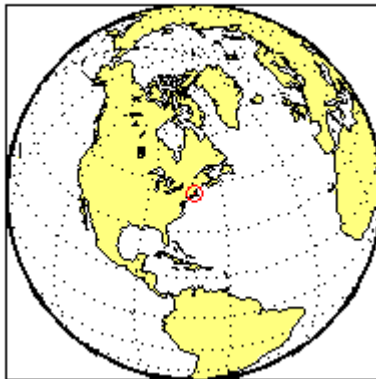
Add a second map centered on the computed antipodal point:

```

subplot(1,2,2)
axesm ('MapProjection','ortho','origin',[amwlat amwlon],...
    'frame','on','grid','on')
geoshow(lat,long,'displaytype','polygon')
geoshow(amwlat,amwlon,'Marker','o','Color','red')
t = ['Looking down at (' angl2str(amwlat,'ns') ...
    ',' angl2str(amwlon,'ew') ')'];
title(t)

```

Looking down at ( $42.30^{\circ}$  N ,  $71.35^{\circ}$  W)      Looking down at ( $42.30^{\circ}$  S ,  $108.65^{\circ}$  E)



# arcgridread

---

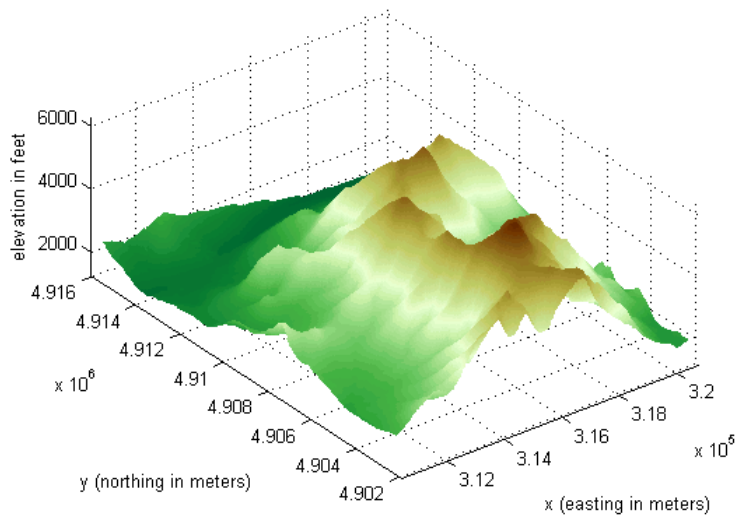
**Purpose** Read gridded data set in Arc ASCII Grid Format

**Syntax** `[Z,R] = arcgridread(filename)`

**Description** `[Z,R] = arcgridread(filename)` reads a grid from a file in Arc ASCII Grid format. Z is a 2-D array containing the data values. R is a referencing matrix (see `makrefmat`). NaN is assigned to elements of V corresponding to null data values in the grid file.

**Examples**

```
[Z,R] = arcgridread('MtWashington-ft.grd');  
mapshow(Z,R,'DisplayType','surface');  
xlabel('x (easting in meters)'); ylabel('y (northing in meters)')  
demcmap(Z)  
  
% View the terrain in 3-D  
axis normal; view(3); axis equal; grid on  
zlabel('elevation in feet')
```



## See Also

[makerefmat](#) | [mapshow](#) | [sdtsemread](#)

# areaint

---

**Purpose** Surface area of polygon on sphere or ellipsoid

**Syntax**

```
area = areaint(lat,lon)
area = areaint(lat,lon,ellipsoid)
area = areaint(lat,lon,units)
area = areaint(lat,lon,ellipsoid,units)
```

**Description** `area = areaint(lat,lon)` calculates the spherical surface area of the polygon specified by the input vectors `lat` and `lon`. The calculation uses a line integral approach. The output, `area`, is the fraction of surface area covered by the polygon on a unit sphere. To supply multiple polygons, separate the polygons by NaNs in the input vectors. Accuracy of the integration method is inversely proportional to the distance between `lat/lon` points.

`area = areaint(lat,lon,ellipsoid)` calculates the surface area of the polygon on the ellipsoid or sphere defined by the input `ellipsoid`, which can be a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form `[semimajor_axis eccentricity]`. The output, `area`, is in squares units corresponding to the units of `ellipsoid`.

`area = areaint(lat,lon,units)` uses the units defined by the input string `units`. If omitted, default units of degrees are assumed.

`area = areaint(lat,lon,ellipsoid,units)` uses both the inputs `ellipsoid` and `units` in the calculation.

**Examples** Consider the area enclosed by a 30° lune from pole to pole and bounded by the prime meridian and 30°E. You can use the function `areaquad` to get an exact solution:

```
area = areaquad(90,0,-90,30)
area =
    0.0833
```

This is 1/12 the spherical area. The more points used to define this polygon, the more integration steps `areaint` takes, improving the estimate. This first attempt takes a point every 30° of latitude:

```
lats = [-90:30:90,60:-30:-60]';  
lons = [zeros(1,7), 30*ones(1,5)]';  
area = areaint(lats,lons)  
area =  
    0.0792
```

Now, calculate a better estimate, with one point every 1° of latitude:

```
lats = [-90:1:90,89:-1:-89]';  
lons = [zeros(1,181), 30*ones(1,179)]';  
area = areaint(lats,lons)  
area =  
    0.0833
```

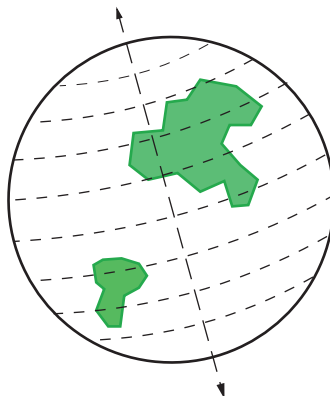
## Algorithms

This function enables the measurement of areas enclosed by arbitrary polygons. This is a numerical estimate, using a line integral based on Green's Theorem. As such, it is limited by the accuracy and resolution of the input data.

# areaint

---

Areas are computed for arbitrary polygons on the ellipsoid or sphere



An area is returned for each NaN-separated polygon

Given sufficient data, the `areaint` function is the best method for determining the areas of complex polygons, such as continents, cloud cover, and other natural or derived features. The calculations in this function employ a spherical Earth assumption. For nonspherical ellipsoids, the latitude data is converted to the auxiliary authalic sphere.

## See Also

`almanac` | `areamat` | `areaquad`



<b>Purpose</b>	Surface area covered by nonzero values in binary data grid
<b>Syntax</b>	<pre>A = areamat(BW,R) A = areamat(BW,refvec,ellipsoid) [A, cellarea] = areamat(...)</pre>
<b>Description</b>	<p><code>A = areamat(BW,R)</code> returns the surface area covered by the elements of the binary regular data grid <code>BW</code>, which contain the value 1 (true). <code>BW</code> can be the result of a logical expression such as <code>BW = (topo &gt; 0)</code>. <code>R</code> can be a geographic raster reference object, a referencing vector, or a referencing matrix.</p> <p>If <code>R</code> is a geographic raster reference object, its <code>RasterSize</code> property must be consistent with <code>size(BW)</code> and its <code>RasterInterpretation</code> must be 'cells'.</p> <p>If <code>R</code> is a referencing vector, it must be a 1-by-3 with elements:</p> <pre>[cells/degree northern_latitude_limit western_longitude_limit]</pre> <p>If <code>R</code> is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to or from geographic coordinates according to:</p> <pre>[lon lat] = [row col 1] * R</pre> <p>If <code>R</code> is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. Nearest-neighbor interpolation is used by default. NaN is returned for points outside the grid limits or for which <code>lat</code> or <code>lon</code> contain NaN. All angles are in units of degrees.</p> <p>The output <code>A</code> expresses surface area as a fraction of the surface area of the unit sphere (<math>4\pi</math>), so the result ranges from 0 to 1.</p> <p><code>A = areamat(BW,refvec,ellipsoid)</code> calculates the surface area on the ellipsoid or sphere defined by the input <code>ellipsoid</code>, which can be a <code>referenceSphere</code>, <code>referenceEllipsoid</code>, or <code>oblateSpheroid</code> object, or a vector of the form <code>[semimajor_axis eccentricity]</code>. The</p>

## areamat

---

units of the output, *A*, are the square of the length units in which the semimajor axis is provided. For example, if `ellipsoid` is replaced with `wgs84Ellipsoid('kilometers')`, then *A* is in square kilometers.

`[A, cellarea] = areamat(...)` returns a vector, `cellarea`, describing the area covered by the data cells in `BW`. Because all the cells in a given row are exactly the same size, only one value is needed per row. Therefore `cellarea` has size *M*-by-1, where *M* = `size(BW,1)` is the number of rows in `BW`.

### Tips

Given a regular data grid that is a logical 0-1 matrix, the `areamat` function returns the area corresponding to the true, or 1, elements. The input data grid can be a logical statement, such as `(topo>0)`, which is 1 everywhere that `topo` is greater than 0 meters, and 0 everywhere else. This is an illustration of that matrix:



This calculation is based on the `areaquad` function and is therefore limited only by the granularity of the cellular data.

### Examples

```
load topo
area = areamat((topo>127),topolegend)
```

```
area =
    0.2411
```

Approximately 24% of the Earth has an altitude greater than 127 meters. The surface area of this portion of the Earth in square kilometers if a spherical ellipsoid is:

```
earth = referenceSphere('earth', 'km');  
area = areamat((topo>127),topolegend,earth)
```

```
area =  
    1.2299e+08
```

To illustrate the `cellarea` output, consider a smaller map:

```
BW = ones(9,18);  
refvec = [.05 90 0] % each cell 20x20 degrees  
[area,cellarea] = areamat(BW,refvec)
```

```
area =  
    1.0000  
cellarea =  
    0.0017  
    0.0048  
    0.0074  
    0.0091  
    0.0096  
    0.0091  
    0.0074  
    0.0048  
    0.0017
```

Each entry of `cellarea` represents the portion of the unit sphere's total area a cell in that row of `BW` would contribute. Since the column extends from pole to pole in this case, it is symmetric.

## See Also

[areaaint](#) | [areaquad](#)

# areaquad

---

**Purpose** Surface area of latitude-longitude quadrangle

**Syntax**

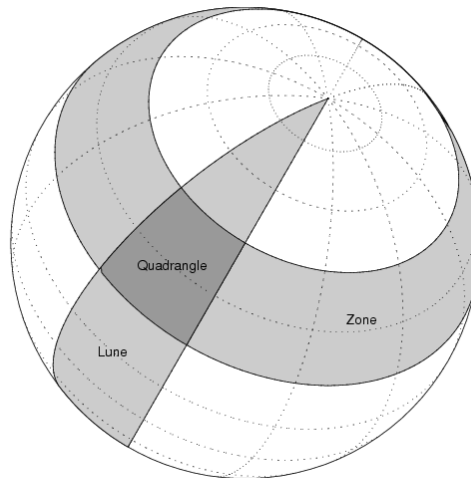
```
area = areaquad(lat1,lon1,lat2,lon2)
area = areaquad(lat1,lon1,lat2,lon2,ellipsoid)
area = areaquad(lat1,lon1,lat2,lon2,ellipsoid,units)
```

**Description** `area = areaquad(lat1,lon1,lat2,lon2)` returns the surface area bounded by the parallels `lat1` and `lat2` and the meridians `lon1` and `lon2`. The output area is a fraction of the unit sphere's area of  $4\pi$ , so the result ranges from 0 to 1.

`area = areaquad(lat1,lon1,lat2,lon2,ellipsoid)` allows the specification of the ellipsoid model with `ellipsoid`. `ellipsoid` is a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form `[semimajor_axis eccentricity]`. When `ellipsoid` is input, the resulting area is given in terms of the (squared) units of the ellipsoid. For example, if the ellipsoid `referenceEllipsoid('grs80','kilometers')` is used, the resulting area is in  $\text{km}^2$ .

`area = areaquad(lat1,lon1,lat2,lon2,ellipsoid,units)` specifies the units of the inputs. The default is `'degrees'`.

**Definitions** A latitude-longitude quadrangle is a region bounded by two meridians and two parallels. In spherical geometry, it is the intersection of a *lune* (a section bounded by two meridians) and a *zone* (a section bounded by two parallels).



## Examples

Find the fraction of the Earth's surface that lies between 30°N and 45°N, and also between 25°W and 60°E:

```
area = areaquad(30, -25, 45, 60)
```

```
area =
    0.0245
```

Assuming a spherical ellipsoid, find the surface area of the Earth in square kilometers.

```
earthellipsoid = referenceSphere('earth', 'km');
area = areaquad(-90, -180, 90, 180, earthellipsoid)
```

```
area =
    5.1006e+08
```

For comparison,

```
earthellipsoid.SurfaceArea
```

# areaquad

---

```
ans =  
    5.1006e+08
```

## Algorithms

The areaquad calculation is exact, being based on simple spherical geometry. For nonspherical ellipsoids, the data is converted to the auxiliary authalic sphere.

## See Also

almanac | areaint | areamat

## Purpose

Read AVHRR data product stored in Goode Projection

## Syntax

```
[latgrat,longrat,z] = avhrrgoode(region,filename)
[...] = avhrrgoode(region,filename,scalefactor)
[...] = avhrrgoode(region,filename,scalefactor,latlim,lonlim)
[...] = avhrrgoode(region,filename,scalefactor,latlim,lonlim,gsize)
[...] = avhrrgoode(region,filename,scalefactor,latlim,lonlim,gsize,...
nrows,ncols)
[...] = avhrrgoode(region,filename,scalefactor,latlim,lonlim,gsize,...
nrows,ncols,resolution)
[...] = avhrrgoode(region,filename,scalefactor,latlim,lonlim,gsize,...
nrows,ncols,resolution,precision)
```

## Description

[latgrat,longrat,z] = avhrrgoode(region,filename) reads data from an Advanced Very High Resolution Radiometer (AVHRR) data set with a nominal resolution of 1 km that is stored in the Goode projection. Data in this format includes a nondimensional vegetation index (NDVI) and Global Land Cover Characteristics (GLCC) data sets. `region` is a string that specifies the geographic coverage of the file. Valid region strings are:

- 'g' or 'global'
- 'af' or 'africa'
- 'ap' or 'australia/pacific'
- 'ea' or 'eurasia'
- 'na' or 'north america'
- 'sa' or 'south america'

`filename` is a string specifying the name of the data file. Output `Z` is a geolocated data grid with coordinates `latgrat` and `longrat` in units of degrees. `Z`, `latgrat`, and `longrat` are of class double. Projected coordinates that lie within the interrupted areas of the projection are set to NaN. A scale factor of 100 is applied to the original data set, so that `Z` contains every 100<sup>th</sup> point in both X and Y directions.

[...] = avhrrgoode(region, filename, scalefactor) uses the integer scalefactor to downsample the data. A scale factor of 1 returns every point. A scale factor of 10 returns every 10<sup>th</sup> point. The default value is 100.

[...] = avhrrgoode(region, filename, scalefactor, latlim, lonlim) returns data for the specified region. The returned data can extend somewhat beyond the requested area. Limits are two-element vectors in units of degrees, with latlim in the range [-90 90] and lonlim in the range [-180 180]. latlim and lonlim must be ascending. If latlim and lonlim are empty, the entire area covered by the data file is returned. If the quadrangle defined by latlim and lonlim (when projected to form a polygon in the appropriate Goode projection) fails to intersect the bounding box of the data in the projected coordinates, then Z, latgrat, and longrat are returned as empty.

[...] = avhrrgoode(region, filename, scalefactor, latlim, lonlim, gsize) controls the size of the graticule matrices. gsize is a two-element vector containing the number of rows and columns desired. By default, latgrat, and longrat have the same size as Z.

[...] = avhrrgoode(region, filename, scalefactor, latlim, lonlim, gsize, ..., nrows, ncols) overrides the dimensions for the standard file format for the selected region. This syntax is useful for data stored on CD-ROM, which may have been truncated to fit. Some global data sets were distributed with 16347 rows and 40031 columns of data on CD-ROMs. The default size for global data sets is 17347 rows and 40031 columns of data.

[...] = avhrrgoode(region, filename, scalefactor, latlim, lonlim, gsize, ..., nrows, ncols, resolution) reads a data set with the spatial resolution specified in meters. Specify resolution as either 1000 or 8000 (meters). If empty, the full resolution of 1000 meters is assumed. Data is also available at 8000-meter resolution. Nondimensional vegetation index data at 8-km spatial resolution has 2168 rows and 5004 columns.



```
[...] =  
avhrrgoode(region,filename,scalefactor,latlim,lonlim,gsize,...  
nrows,ncols,resolution,precision) reads a data set expecting the  
integer precision specified. If empty, 'uint8' is assumed. 'uint16'  
is appropriate for some files. Check the metadata (.txt or README) file  
in the GLCC ftp folder for specification of the file format and contents.  
In either case, Z is converted to class double.
```

## Background

The United States maintains a family of satellite-based sensors to measure climate change under the Earth Observing System (EOS) program. The precursors to the EOS data are the data sets produced by NOAA and NASA under the Pathfinder program. These are data derived from the Advanced High Resolution Radiometer sensor flown on the NOAA Polar Orbiter satellites, NOAA-7, -9, and -11, and have spatial resolutions of about 1 km. The data from the AVHRR sensor is processed into separate land, sea, and atmospheric indices. Land area data is processed to a nondimensional vegetation index (NDVI) or land cover classification and stored in binary files in the Plate Carrée, Goode, and Lambert projections. Sea data is processed to surface temperatures and stored in HDF formats. `avhrrgoode` reads land data saved in the Goode projection with global and continental coverage at 1 km. It can also read 8 km data with global coverage.

## Tips

This function reads the binary files as is. You should not use byte-swapping software on these files.

The AVHRR project and data sets are described in and provided by various U.S. Government Web sites. See the entry for Global Land Cover Characteristics (GLCC) in the tech note referred to below.

---

**Note** For details on locating map data for download over the Internet, see the following documentation at the MathWorks Web site: “Finding Geospatial Data”.

---

## Limitations

Most files store the data in scaled integers. Though this function returns the data as double, the scaling from integer to float is not performed. Check the data's README file for the appropriate scaling parameters.

## Examples

### Example 1 – Downsampled Classified Global GLCC Coverage

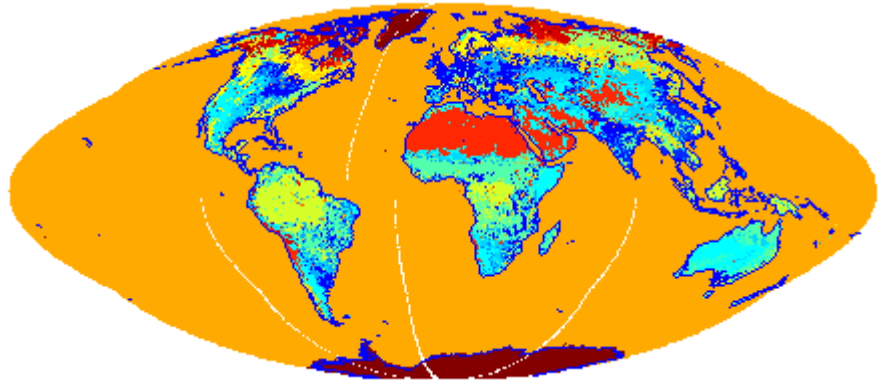
Read and display every 50th point from the Global Land Cover Characteristics (GLCC) file covering the entire globe with the USGS classification scheme, named `gusgs2_0g.img`. (To run the example, you must first download the file.)

```
[latgrat, longrat, Z] = avhrrgoode('global', ...
    'gusgs2_0g.img',50);

% Convert the geolocated data grid to an geolocated image.
uniqueClasses = unique(Z);
RGB = ind2rgb8(uint8(Z), jet(numel(uniqueClasses)));

% Display the data as an image using the Goode projection.
origin = [0 0 0];
ellipsoid = [6370997 0];
figure('Renderer','zbuffer')
axesm('MapProjection','goode','Origin',origin,...
    'Geoid',ellipsoid)
geoshow(latgrat, longrat, RGB, 'DisplayType','image');
axis image off

% Plot the coastlines.
hold on
load coast
plotm(lat,long)
```

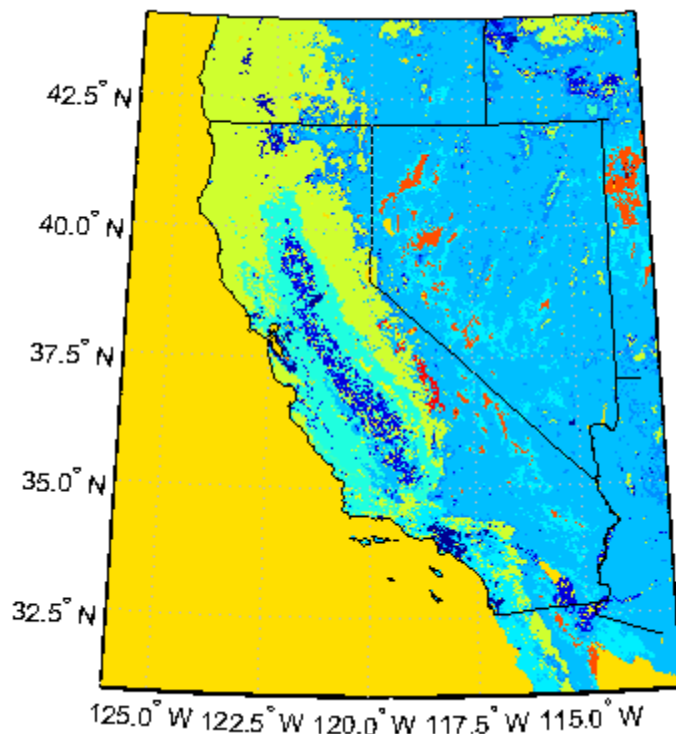


### Example 2 – Classified GLCC Data for California

Read and display every point from the Global Land Cover Characteristics (GLCC) file covering California with the USGS classification scheme, named `nausgs1_2g.img`. You must first download the file to run this example.

```
figure
usamap california
mstruct = gcm;
latlim = mstruct.maplatlimit;
lonlim = mstruct.maplonlimit;
scalefactor = 1;
[latgrat, longrat, Z] = ...
    avhrrgoode('na', 'nausgs1_2g.img', scalefactor, latlim, lonlim);
geoshow(latgrat, longrat, Z, 'DisplayType', 'texturemap');

% Overlay vector data from usastatehi.shp.
california = shaperead('usastatehi', 'UseGeoCoords', true,...
    'BoundingBox', [lonlim;latlim]);
geoshow([california.Lat], [california.Lon], 'Color', 'black');
```



**See Also**

avhrrlambert

**Purpose**

Read AVHRR data product stored in eqaaзим projection

**Syntax**

```
[latgrat,longrat,Z] = avhrrlambert(region,filename)
[...] = avhrrlambert(region,filename, scalefactor)
[...] = avhrrlambert(region,filename, scalefactor,
    latlim, lonlim)
[...] = avhrrlambert(region,filename, scalefactor,
    latlim, lonlim,
    gsize)
[...] = avhrrlambert(region,filename, scalefactor,
    latlim, lonlim,
    gsize,precision)
```

**Description**

[*latgrat,longrat,Z*] = avhrrlambert(*region,filename*) reads data from an Advanced Very High Resolution Radiometer (AVHRR) data set with a nominal resolution of 1 km that is stored in the Lambert Equal Area Azimuthal projection. Data of this type includes the Global Land Cover Characteristics (GLCC). *region* specifies the coverage of the file. Valid regions are listed in the following table. *filename* is a string specifying the name of the data file. *Z* is a geolocated data grid with coordinates *latgrat* and *longrat* in units of degrees. A scale factor of 100 is applied to the original data set such that *Z* contains every 100th point in both X and Y.

**Region Specifiers**

'a' or 'asia'
'af' or 'africa'
'ap' or 'australia/pacific'
'e' or 'europe'
'na' or 'north america'
'sa' or 'south america'

[...] = avhrrlambert(*region,filename, scalefactor*) uses the integer *scalefactor* to downsample the data. A scale factor of 1

returns every point. A scale factor of 10 returns every 10th point. The default value is 100.

[...] = avhrrlambert(*region*, *filename*, *scalefactor*, *latlim*, *lonlim*) returns data for the specified region. The result may extend somewhat beyond the requested area. The limits are two-element vectors in units of degrees, with *latlim* in the range [-90 90] and *lonlim* in the range [-180 180]. If *latlim* and *lonlim* are empty, the entire area covered by the data file is returned. If the quadrangle defined by *latlim* and *lonlim* (when projected to form a polygon in the appropriate Lambert Equal Area Azimuthal projection) fails to intersect the bounding box of the data in the projected coordinates, then *latgrat*, *longrat*, and *Z* are empty.

[...] = avhrrlambert(*region*, *filename*, *scalefactor*, *latlim*, *lonlim*, *gsize*) controls the size of the graticule matrices. *gsize* is a two-element vector containing the number of rows and columns desired. If omitted or empty, a graticule the size of the grid is returned.

[...] = avhrrlambert(*region*, *filename*, *scalefactor*, *latlim*, *lonlim*, *gsize*, *precision*) reads a data set with the integer *precision* specified. If omitted, 'uint8' is assumed. 'uint16' is appropriate for some files. Check the metadata (.txt or README) file in the ftp folder for specification of the file format and contents.

## Background

The United States plans to build a family of satellite-based sensors to measure climate change under the Earth Observing System (EOS) program. Early precursors to the EOS data are the data sets produced by NOAA and NASA under the Pathfinder program. These are data derived from the Advanced High Resolution Radiometer sensor flown on the NOAA Polar Orbiter satellites, NOAA-7, -9, and -11 with a spatial resolution of about 1 km. The data from the AVHRR sensor is processed into separate land, sea, and atmospheric indices. Land area data is processed to a nondimensional vegetation index or land cover classification and stored in binary files in the Plate Carrée, Goode, and Lambert Equal Area Azimuthal projections. Sea data is processed to surface temperatures and stored in HDF formats. This function reads

land cover data for the continents saved in the Lambert Equal Area Azimuthal projection at 1 km.

## Tips

This function reads the binary files as is. You should not use byte-swapping software on these files.

The AVHRR project and data sets are described in and provided by various U.S. Government Web sites.

---

**Note** For details on locating map data for download over the Internet, see the following documentation at the MathWorks Web site: “Finding Geospatial Data”.

---

## Examples

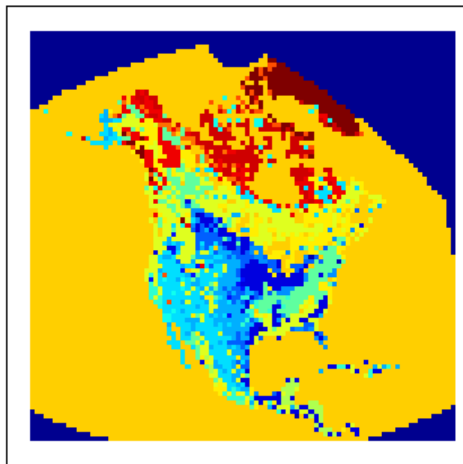
### Example 1

Read and display every 100th point from the Global Land Cover Characteristics (GLCC) file covering North America with the USGS classification scheme, named `nausgs1_21.img`.

```
[latgrat, longrat, Z] = avhrrlambert('na','nausgs1_21.img');
```

Display the data using the Lambert Equal Area Azimuthal projection.

```
origin = [50 -100 0];  
ellipsoid = [6370997 0];  
figure  
axesm('MapProjection', 'eqaazim', 'Origin', ...  
      origin, 'Geoid', ellipsoid)  
geoshow(latgrat, longrat, Z, 'DisplayType', 'texturemap');
```

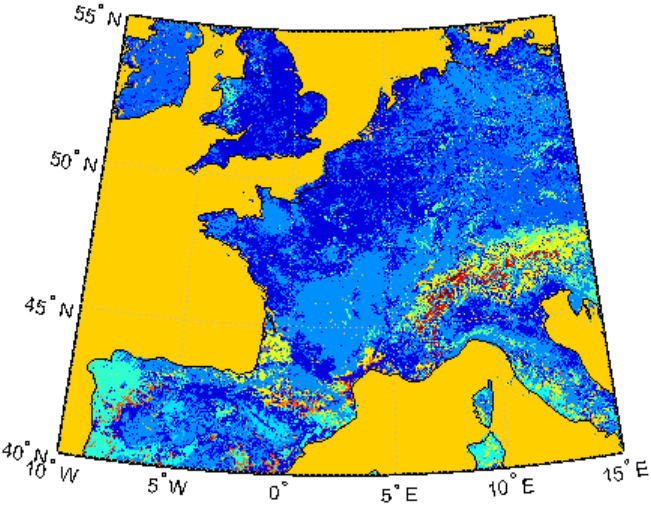


## Example 2

Read and display every other point from the Global Land Cover Characteristics (GLCC) file covering Europe with the USGS classification scheme, named `eausgs1_21e.img`.

```
figure
worldmap france
mstruct = gcm;
latlim = mstruct.maplatlimit;
lonlim = mstruct.maplonlimit;
scalefactor = 2;
[latgrat, longrat, Z] = avhrrlambert('e', 'eausgs1_21e.img', ...
    scalefactor, latlim, lonlim);
geoshow(latgrat, longrat, Z, 'DisplayType', 'texturemap');
geoshow('landareas.shp', 'FaceColor', 'none', 'EdgeColor', 'black')
```





**See Also** avhrrgoode

## axes2ecc

---

**Purpose** Eccentricity of ellipse from axes lengths

**Syntax** `ecc = axes2ecc(semimajor, semiminor)`  
`ecc = axes2ecc(vec)`

**Description** `ecc = axes2ecc(semimajor, semiminor)` computes the eccentricity of an ellipse (or ellipsoid of revolution) given the semimajor and semiminor axes. The input data can be scalar or matrices of equal dimensions.

`ecc = axes2ecc(vec)` assumes a 2 element vector (`vec`) is supplied, where `vec = [semimajor semiminor]`.

**See Also** `ecc2flat` | `ecc2n` | `majaxis` | `minaxis`

---

<b>Purpose</b>	Define map axes and set map properties
<b>Syntax</b>	<pre>axesm axesm(<i>PropertyName</i>,<i>PropertyValue</i>,...) axesm(<i>projid</i>,<i>PropertyName</i>,<i>PropertyValue</i>,...)</pre>
<b>Description</b>	<p>axesm with no input arguments, initiates the axesmui map axes graphical user interface, which can be used to set map axes properties. This is detailed on the axesmui reference page.</p> <p>axesm(<i>PropertyName</i>,<i>PropertyValue</i>,...) creates a map axes using the specified properties. Properties may be specified in any order, but the MapProjection property must be included.</p> <p>axesm(<i>projid</i>,<i>PropertyName</i>,<i>PropertyValue</i>,...) uses the string projid to designate which map projection to use. projid should match one of the entries in the last column displayed by the maps function. You can also find a list of these strings in the User's Guide section "Summary and Guide to Projections".</p> <p>The axesm function creates a map axes into which both vector and raster geographic data can be projected using functions such as plotm and geoshow. Properties specific to map axes can be assigned upon creation with axesm, and for an existing map axes they can be queried and changed using getm and setm. Use the standard get and set methods to query and control the standard MATLAB® axes properties of a map axes.</p>
<b>Axes Definition</b>	<p>Map axes are standard MATLAB axes with different default settings for some properties and a MATLAB structure for storing projection parameters and other data. The main differences in default settings are</p> <ul style="list-style-type: none"><li>• Axes properties XGrid, YGrid, XTick, YTick are set to 'off'.</li><li>• The properties XColor, YColor, and ZColor are set to the background color.</li><li>• The hold mode is 'on'.</li></ul>

The map projection structure stores the map axes properties, which, in addition to the special standard axes settings described here, allow Mapping Toolbox™ functions to recognize an axes or an opened FIG-file as a map axes. See “Map Axes Object Properties” on page 1-51, below, for descriptions of the map axes properties.

---

**Note** In general, after re-opening a saved figure that contains a map axes, you should not attempt to modify the projection properties of that map axes.

---

---

**Note** When you create a map axes with `axesm` and right click in the axes, a context menu appears. If you do not need the menu or it interferes with your application, you can disable it by resetting the 'ButtonDownFcn' property of the axes:

```
ax = axesm('mercator');      % Right-clicking brings up context menu.  
set(ax,'ButtonDownFcn',[]) % Context menu has been disabled.
```

---

## Examples

Create map axes for a Mercator projection, with selected latitude limits:

```
axesm('MapProjection','mercator','MapLatLimit',[-70 80])
```

In the preceding example, all properties not explicitly addressed in the call are set to either fixed or calculated defaults. The file `mercator.m` defines a projection function, so the same result could have been achieved with the function

```
axesm('mercator','MapLatLimit',[-70 80])
```

Each projection function includes default values for all properties. Any following property name/property value pairs are treated as overrides.

In either of the above examples, data displayed in the given map axes is in a Mercator projection. Any data falling outside the prescribed limits is not displayed.

---

**Note** The names of projection files are case sensitive. The projection files included in Mapping Toolbox software use only lowercase letters and Arabic numerals.

---

## Map Axes Object Properties

- “Properties That Control the Map Projection” on page 1-51
- “Properties That Control the Frame” on page 1-56
- “Properties That Control the Grid” on page 1-59
- “Properties That Control Grid Labeling” on page 1-62

### Properties That Control the Map Projection

AngleUnits

{degrees} | radians

*Angular unit of measure* — Controls the units of measure used for angles (including latitudes and longitudes) in the map axes. All input data are assumed to be in the given units; 'degrees' is the default. For more information on angle units, see “Working with Angles: Units and Representations” in the *Mapping Toolbox User’s Guide*.

Aspect

{normal} | transverse

*Display aspect* — Controls the orientation of the base projection of the map. When the aspect is 'normal' (the default), *north* in the base projection is up. In a transverse aspect, north is to the right. A cylindrical projection of the whole world would look like a *landscape* display under a 'normal' aspect, and like a *portrait* under a 'transverse' aspect. Note that this property is not

the same as projection aspect, which is controlled by the `Origin` property vector discussed later.

`FalseEasting`  
scalar {0}

*Coordinate shift for projection calculations* — Modifies the position of the map within the axes. The projected coordinates are shifted in the  $x$ -direction by the amount of `FalseEasting`. The `FalseEasting` is in the same units as the projected coordinates, that is, the units of the first element of the `Geoid` map axes property. False eastings and northings are sometimes used to ensure nonnegative values of the projected coordinates. For example, the Universal Transverse Mercator uses a false easting of 500,000 meters.

`FalseNorthing`  
scalar {0}

*Coordinate shift for projection calculations* — Modifies the position of the map within the axes. The projected coordinates are shifted in the  $y$ -direction by the amount of `FalseNorthing`. The `FalseNorthing` is in the same units as the projected coordinates, that is, the units of the first element of the `Geoid` map axes property. False eastings and northings are sometimes used to ensure nonnegative values of the projected coordinates. For example, the Universal Transverse Mercator uses a false northing of 0 in the northern hemisphere and 10,000,000 meters in the southern.

`FixedOrient`  
scalar {[]} (read-only)

*Projection-based orientation* — This read-only property fixes the orientation of certain projections (such as the Cassini and Wetch). When empty, which is true for most projections, the user can alter the orientation of the projection using the third element of the `Origin` property. When fixed, the fixed orientation is always used.

### Geoid

[semimajor\_axis eccentricity] or spheroid object

*Reference spheroid definition* — The spheroid (ellipsoid or sphere) for calculating the projections of any displayed map objects. It can be an `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form [semimajor\_axis eccentricity]. The default value is an ellipsoid vector representing the unit sphere: [1 0].

### MapLatLimit

[southern\_limit northern\_limit]

*Geographic latitude limits of the display area* — Expressed as a two element vector of the form [southern\_limit northern\_limit]. This property can be set for many typical projections and geometries, but cannot be used with oblique projections or with `globe`, for example. When applicable, the `MapLatLimit` property may affect the origin latitude if the `Origin` property is not set explicitly when calling `axesm`. It may also determine the value used for `FLatLimit`. See “Accessing and Manipulating Map Axes Properties” for a more complete description of the applicability of `MapLatLimit` and its interaction with the origin, frame limits, and other properties.

### MapLonLimit

[western\_limit eastern\_limit]

*Geographic longitude limits of the display area* — Expressed as a two element vector of the form [western\_limit eastern\_limit]. This property can be set for many typical projections and geometries, but cannot be used with oblique projections or with `globe`, for example. When applicable, the `MapLonLimit` property may affect the origin longitude if the `Origin` property is not set explicitly when calling `axesm`. It may also determine the value used for `FLonLimit`. See “Accessing and Manipulating Map Axes Properties” for a more complete description of the applicability of

MapLonLimit and its interaction with the origin, frame limits, and other properties.

#### MapParallels

[lat] | [lat1 lat2]

*Projection standard parallels* — Sets the standard parallels of projection. It can be an empty, one-, or two-element vector, depending upon the projection. The elements are in the same units as the map axes `AngleUnits`. Many projections have specific, defining standard parallels. When a map axes object is based upon one of these projections, the parallels are set to the appropriate defaults. For conic projections, the default standard parallels are set to 15°N and 75°N, which biases the projection toward the northern hemisphere.

For projections with one defined standard parallel, setting the parallels to an empty vector forces recalculation of the parallel to the middle of the map latitude limits. For projections requiring two standard parallels, setting the parallels to an empty vector forces recalculation of the parallels to one-sixth the distance from the latitude limits (e.g., if the map latitude limits correspond to the northern hemisphere [0 90], the standard parallels for a conic projection are set to [15 75]). For azimuthal projections, the `MapParallels` property always contains an empty vector and cannot be altered.

See the *Mapping Toolbox User's Guide* for more information on standard parallels.

#### MapProjection

*projection\_name* {no default}

*Map projection* — Sets the projection, and hence all transformation calculations, for the map axes object. It is required in the creation of map axes. It must be a member of the recognized projection set, which you can list by typing `getm('MapProjection')` or `maps`. For more information on projections, see the *Mapping Toolbox*



*User's Guide.* Some projections set their own defaults for other properties, such as parallels and trim limits.

#### Origin

[latitude longitude orientation]

*Origin and orientation for projection calculations* — Sets the map origin for all projection calculations. The latitude, longitude, and orientation should be in the map axes `AngleUnits`. Latitude and longitude refer to the coordinates of the map origin; orientation refers to an angle of skewness or rotation about the axis running through the origin point and the center of the earth. The default origin is 0° latitude and a longitude centered between the map longitude limits. If a scalar is entered, it is assumed to refer to the longitude; if a two-element vector is entered, the default orientation is 0°, a normal projection. If an empty origin vector is entered, the origin is centered on the map longitude limits. For more information on the origin, see the *Mapping Toolbox User's Guide*.

#### Parallels

0, 1, or 2 (read-only, projection-dependent)

*Number of standard parallels* — This read-only property contains the number of standard parallels associated with the projection. See the *Mapping Toolbox User's Guide* for more information on standard parallels.

#### ScaleFactor

scalar {1}

*Scale factor for projection calculations* — Modifies the size of the map in projected coordinates. The geographic coordinates are transformed to Cartesian coordinates by the map projection equations and multiplied by the scale factor. Scale factors are sometimes used to minimize the scale distortion in a map projection. For example, the Universal Transverse Mercator uses

a scale factor of 0.996 to shift the line of zero scale distortion to two lines on either side of the central meridian.

Zone

ZoneSpec | {[ ] or 31N}

*Zone for certain projections* — Specifies the zone for certain projections. A zone is a region on the globe that has a special set of projection parameters. In the Universal Transverse Mercator Projection, the world is divided into quadrangles that are generally 6 degrees wide and 8 degrees tall. The number in the zone designation refers to the longitude range, while the letter refers to the latitude range. Most projections use the same parameters for the entire globe, and do not require a zone.

## **Properties That Control the Frame**

Frame

on | {off}

*Frame visibility* — Controls the visibility of the display frame box. When the frame is 'off' (the default), the frame is not displayed. When the frame is 'on', an enclosing frame is visible. The frame is a patch that is plotted as the lowest layer of displayed map objects. Regardless of its display status, the frame always operates in terms of trimming map data.

FFill

*scalar plotting point density* {100}

*Frame plotting precision* — Sets the number of points to be used in plotting the frame for display. The default value is 100, which for a rectangular frame results in a plot with 100 points for each side, or a total of 400 points. The number of points required for a reasonable display varies with the projection. Cylindrical projections such as the Miller require very few. Projections resulting in more complex frames, such as the Werner, look better with higher densities. The default value is generally sufficient.

**FEdgeColor**`ColorSpec | {[0 0 0]}`

*Color of the displayed frame edge* — Specifies the color used for the displayed frame. You can specify a color using a vector of RGB values or a MATLAB `colormap` name. By default, the frame edge is displayed in black ([0 0 0]).

**FFaceColor**`ColorSpec | {none}`

*Color of the displayed frame face* — Specifies the color used for the displayed frame face. You can specify a color using a vector of RGB values or a MATLAB `colormap` name. By default, the frame face is 'none', meaning no face color is filled in. Another useful color is 'cyan' ([0 1 1]), which looks like water.

**FAtLimit**`[southern_limit northern_limit]`

*Latitude limits of map frame relative to projection origin* — The map frame encloses the area in which data and graticule lines are plotted and beyond which they are trimmed. For non-oblique and non-azimuthal projections, which have quadrangular frames, this property controls the north-south extent of the frame. If a projection is made oblique by the inclusion of a non-zero rotation angle (the third element of the `Origin` vector), `FAtLimit` still applies, but in the rotated latitude-longitude system rather than in the geographic system. In the case of azimuthal projections, which have circular frames, `FAtLimit` takes the special form `[-Inf radius]` where `radius` is the spherical distance (in degrees or radians, depending on the `AngleUnits` property of the projection) from the projection origin to the edge of the frame.

---

**Note** In most common situations, including non-oblique cylindrical and conic projections and polar azimuthal projections, there is no need to set `FLatLimit`; use `MapLatLimit` instead.

---

`FLineWidth`  
`scalar {2}`

*Frame edge line width* — Sets the line width of the displayed frame edge. The value is a scalar representing points, which is 2 by default.

`FLonLimit`  
`[western_limit eastern_limit]`

*Latitude limits of map frame relative to projection origin* — The map frame encloses the area in which data and graticule lines are plotted and beyond which they are trimmed. For non-oblique and non-azimuthal projections, which have quadrangular frames, this property controls the east-west extent of the frame. If a projection is made oblique by the inclusion of a non-zero rotation angle (the third element of the `Origin` vector), `FLonLimit` still applies, but in the rotated latitude-longitude system rather than in the geographic system. The `FLonLimit` property is ignored for azimuthal projections.

---

**Note** In most common situations, including non-oblique cylindrical and conic projections, there is no need to set `FLonLimit`; use `MapLonLimit` instead.

---

`TrimLat`  
`[southern_limit northern_limit]`  
`(read-only, projection-dependent)`

*Bounds on FLatLimit* — This read-only property sets bounds on the values that axesm and setm will accept for the MapLatLimit and FLatLimit properties, which is necessary because some map projections cannot display the entire globe without extending to infinity. For example, TrimLat is [-90 90] degrees for most cylindrical projections and [-86 86] degrees for the Mercator projection because the north-south scale becomes infinite as one approaches either pole.

TrimLon

```
[western_limit eastern_limit]
(read-only, projection-dependent)
```

*Bounds on FLonLimit* — This read-only property sets bounds on the values that axesm and setm will accept for the MapLonLimit and FLonLimit properties, which is necessary because some map projections cannot display the entire globe without extending to infinity. For example, TrimLon is [-135 135] degrees for most conic projections.

## Properties That Control the Grid

Grid

```
on | {off}
```

*Grid visibility* — Controls the visibility of the display grid. When the grid is 'off' (the default), the grid is not displayed. When the grid is 'on', meridians and parallels are visible. The grid is plotted as a set of line objects.

GAltitude

```
scalar z-axis value {Inf}
```

*Grid z-axis setting* — Sets the z-axis location for the grid when displayed. Its default value is infinity, which is displayed above all other map objects. However, you can set this to some other value for stacking objects above the grid, if desired.

**GColor**

ColorSpec | {[0 0 0]}

*Color of the displayed grid* — Specifies the color used for the displayed grid. You can specify a color using a vector of RGB values or one of the MATLAB colorspec names. By default, the map grid is displayed in black ([0 0 0]).

**GLineStyle**

LineStyle {:}

*Grid line style* — Determines the style of line used when the grid is displayed. You can specify any line style supported by the MATLAB line function. The default line style is a dotted line (that is, ':').

**GLineWidth**

scalar {0.5}

*Grid line width* — Sets the line width of the displayed grid. The value is a scalar representing points, which is 0.5 by default.

**MLineException**

vector of longitudes {[]}

*Exceptions to grid meridian limits* — Allows specific meridians of the displayed grid to extend beyond the grid meridian limits to the poles. The value must be a vector of longitudes in the appropriate angle units. For longitudes so specified, grid lines extend from pole to pole regardless of the existence of any grid meridian limits. This vector is empty by default.

**MLineFill**

scalar plotting point density {100}

*Grid meridian plotting precision* — Sets the number of points to be used in plotting the grid meridians. The default value is 100 points. The number of points required for a reasonable display varies with the projection. Cylindrical projections such as the

Miller require very few. Projections resulting in more complex shapes, such as the Werner, look better with higher densities. The default value is generally sufficient.

#### MLineLimit

```
[north south] | [south north] {[]}
```

*Grid meridian limits* — Establishes latitudes beyond which displayed grid meridians do not extend. By default, this property is empty, so the meridians extend to the poles. There are two exceptions to the meridian limits. No meridian extends beyond the map latitude limits, and exceptions to the meridian limits for selected meridians are allowed (see above).

#### MLineLocation

```
scalar interval or specific vector {30°}
```

*Grid meridian interval or specific locations* — Establishes the interval between displayed grid meridians. When a scalar interval is entered in the map axes MLineLocation, meridians are displayed, starting at 0° longitude and repeating every interval in both directions, which by default is 30°. Alternatively, you can enter a vector of longitudes, in which case a meridian is displayed for each element of the vector.

#### PLineException

```
vector of latitudes {[]}
```

*Exceptions to grid parallel limits* — Allows specific parallels of the displayed grid to extend beyond the grid parallel limits to the International Date Line. The value must be a vector of latitudes in the appropriate angle units. For latitudes so specified, grid lines extend from the western to the eastern map limit, regardless of the existence of any grid parallel limits. This vector is empty by default.

#### PLineFill

```
scalar plotting point density {100}
```

*Grid parallel plotting precision* — Sets the number of points to be used in plotting the grid parallels. The default value is 100. The number of points required for a reasonable display varies with the projection. Cylindrical projections such as the Miller require very few. Projections resulting in more complex shapes, such as the Bonne, look better with higher densities. The default value is generally sufficient.

**PLineLimit**  
[east west] | [west east] {[]}

*Grid parallel limits* — Establishes longitudes beyond which displayed grid parallels do not extend. By default, this property is empty, so the parallels extend to the date line. There are two exceptions to the parallel limits. No parallel extends beyond the map longitude limits, and exceptions to the parallel limits for selected parallels are allowed (see above).

**PLineLocation**  
scalar interval or specific vector {15°}

*Grid parallel interval or specific locations* — Establishes the interval between displayed grid parallels. When a scalar interval is entered in the map axes **PLineLocation**, parallels are displayed, starting at 0° latitude and repeating every interval in both directions, which by default is 15°. Alternatively, you can enter a vector of latitudes, in which case a parallel is displayed for each element of the vector.

## **Properties That Control Grid Labeling**

**FontAngle**  
{normal} | italic | oblique

*Select italic or normal font for all grid labels* — Selects the character slant for all displayed grid labels. 'normal' specifies nonitalic font. 'italic' and 'oblique' specify italic font.



**FontColor**

ColorSpec | {black}

*Text color for all grid labels* — Sets the color of all displayed grid labels. ColorSpec is a three-element vector specifying an RGB triple or a predefined MATLAB color string (colorspec).

**FontName**

courier | {helvetica} | symbol | times

*Font family name for all grid labels* — Sets the font for all displayed grid labels. To display and print properly, FontName must be a font that your system supports.

**FontSize**

scalar in units specified in FontUnits {9}

*Font size* — An integer specifying the font size to use for all displayed grid labels, in units specified by the FontUnits property. The default point size is 9.

**FontUnits**

{points} | normalized | inches | centimeters | pixels

*Units used to interpret the FontSize property* — When set to normalized, the toolbox interprets the value of FontSize as a fraction of the height of the axes. For example, a normalized FontSize of 0.1 sets the text characters to a font whose height is one-tenth of the axes' height. The default units (points) are equal to 1/72 of an inch.

**FontWeight**

bold | {normal}

*Select bold or normal font* — The character weight for all displayed grid labels.

**LabelFormat**

{compass} | signed | none

*Labeling format for grid* — Specifies the format of the grid labels. If 'compass' is employed (the default), meridian labels are suffixed with an “E” for east and a “W” for west, and parallel labels are suffixed with an “N” for north and an “S” for south. If 'signed' is used, meridian labels are prefixed with a “+” for east and a “-” for west, and parallel labels are suffixed with a “+” for north and a “-” for south. If 'none' is selected, straight latitude and longitude numerical values are employed, so western meridian labels and southern parallel labels will have a “-”, but no symbol precedes eastern and northern (positive) labels.

**LabelRotation**  
on | {off}

*Label Rotation* — Determines whether the meridian and parallel labels are displayed without rotation (the default) or rotated to align to the graticule. This option is not available for the Globe display.

**LabelUnits**  
{degrees} | dm | dms | radians

*Specify units and formatting for grid labels* — The display of meridian and parallel labels is controlled by the map axes **LabelUnits** property, as described in the following table.

<b>LabelUnits value</b>	<b>Label format</b>
'degrees'	decimal degrees
'dm'	degrees/decimal minutes
'dms'	degrees/minutes/decimal seconds
'radians'	decimal radians

**LabelUnits** does not have a default of its own; instead it defaults to the value of **AngleUnits** at the time the map axes is constructed, which itself defaults to degrees. Although you can specify 'dm' and 'dms' for **LabelUnits**, these values are not accepted when setting **AngleUnits**.

MeridianLabel  
on | {off}

*Toggle display of meridian labels* — Specifies whether the meridian labels are visible or not.

MLabelLocation  
scalar interval or vector of longitudes

*Specify meridians for labeling* — Meridian labels need not coincide with the displayed meridian lines. Labels are displayed at intervals if a scalar in the map axes MLabelLocation is entered, starting at the prime meridian and repeating at every interval in both directions. If a vector of longitudes is entered, labels are displayed at those meridians. The default locations coincide with the displayed meridian lines, as specified in the MLineLocation property.

MLabelParallel  
{north} | south | equator | scalar latitude

*Specify parallel for meridian label placement* — Specifies the latitude location of the displayed meridian labels. If a latitude is specified, all meridian labels are displayed at that latitude. If 'north' is specified, the maximum of the MapLatLimit is used; if 'south' is specified, the minimum of the MapLatLimit is used. If 'equator' is specified, a latitude of 0° is used.

MLabelRound  
integer scalar {0}

*Specify significant digits for meridian labels* — Specifies to which power of ten the displayed labels are rounded. For example, if MLabelRound is -1, labels are displayed down to the *tenths*. The default value of MLabelRound is 0; that is, displayed labels have no decimal places, being rounded to the *ones* column ( $10^0$ ).

ParallelLabel  
on | {off}

*Toggle display of parallel labels* — Specifies whether the parallel labels are visible or not.

**PLabelLocation**

scalar interval or vector of latitudes

*Specify parallels for labeling* — Parallel labels need not coincide with the displayed parallel lines. Labels are displayed at intervals if a scalar in the map axes **PLabelLocation** is entered, starting at the equator and repeating at every interval in both directions. If a vector of latitudes is entered, labels are displayed at those parallels. The default locations coincide with the displayed parallel lines, as specified in the **PLineLocation** property.

**PLabelMeridian**

east | {west} | prime | scalar longitude

*Specify meridian for parallel label placement* — Specifies the longitude location of the displayed parallel labels. If a longitude is specified, all parallel labels are displayed at that longitude. If 'east' is specified, the maximum of the **MapLonLimit** is used; if 'west' is specified, the minimum of the **MapLonLimit** is used. If 'prime' is specified, a longitude of 0° is used.

**PLabelRound**

integer scalar {0}

*Specify significant digits for parallel labels* — Specifies to which power of ten the displayed labels are rounded. For example, if **PLabelRound** is -1, labels are displayed down to the tenths. The default value of **PLabelRound** is 0; that is, displayed labels have no decimal places, being rounded to the ones column (10<sup>0</sup>).

**See Also**

axes | gcm | getm | setm

**Purpose**                 Resize axes for equivalent scale

**Syntax**                 axesscale  
                               axesscale(hbase)  
                               axesscale(hbase,hother)

**Description**           axesscale resizes all axes in the current figure to have the same scale as the current axes (gca). In this context, scale means the relationship between axes  $x$ - and  $y$ -coordinates and figure and paper coordinates. When axesscale is used, a unit of length in  $x$  and  $y$  is printed and displayed at the same size in all the affected axes. The XLimMode and YLimMode of the axes are set to 'manual' to prevent autoscaling from changing the scale.

axesscale(hbase) uses the axes hbase as the reference axes, and rescales the other axes in the current figure.

axesscale(hbase,hother) uses the axes hbase as the base axes, and rescales only the axes in hother.

**Examples**               Display the conterminous United States, Alaska, and Hawaii in separate axes in the same figure, with a common scale.

```
% Read state names and coordinates, extract Alaska and Hawaii
states = shaperead('usastatehi', 'UseGeoCoords', true);
statenames = {states.Name};
alaska = states(strcmp('Alaska', statenames));
hawaii = states(strcmp('Hawaii', statenames));

% Create a figure for the conterminous states
f1 = figure; hconus = usamap('conus'); tightmap
geoshow(states, 'FaceColor', [0.5 1 0.5]);
framem off; gridm off; mlabel off; plabel off
load conus gtlakelat gtlakelon
geoshow(gtlakelat, gtlakelon,...
        'DisplayType', 'polygon', 'FaceColor', 'cyan')
gridm off;
```

```
% Working figure for additional calls to usamap
f2 = figure('Visible','off');

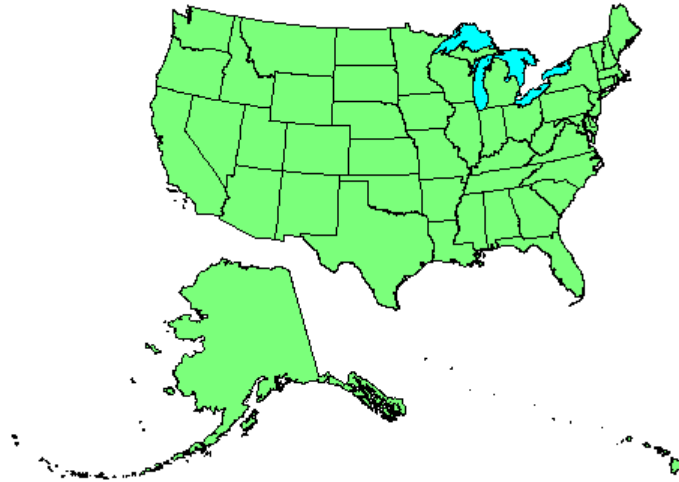
halaska = axes; usamap('alaska'); tightmap;
geoshow(alaska, 'FaceColor', [0.5 1 0.5]);
gridm off;
framem off; mlabel off; plabel off; gridm off;
set(halaska,'Parent',f1)

hhawaii = axes; usamap('hawaii'); tightmap;
geoshow(hawaii, 'FaceColor', [0.5 1 0.5]);
gridm off;
framem off; mlabel off; plabel off; gridm off;
set(hhawaii,'Parent',f1)

close(f2)

% Arrange the axes as desired
set(hconus,'Position',[0.1 0.25 0.85 0.6])
set(halaska,'Position',[0.019531 -0.020833 0.2 0.2])
set(hhawaii,'Position',[0.5 0 .2 .2])

% Resize alaska and hawaii axes
axesscale(hconus)
hidem([halaska hhawaii])
```

**Limitations**

The equivalence of scales holds only as long as no commands are issued that can change the scale of one of the axes. For example, changing the units of the ellipsoid or the scale factor in one of the axes would change the scale.

**Tips**

To ensure the same map scale between axes, use the same ellipsoid and scale factors.

**See Also**

`paperscale`

# azimuth

---

## Purpose

Azimuth between points on sphere or ellipsoid

## Syntax

```
az = azimuth(lat1,lon1,lat2,lon2)
az = azimuth(lat1,lon1,lat2,lon2,ellipsoid)
az = azimuth(lat1,lon1,lat2,lon2,units)
az = azimuth(lat1,lon1,lat2,lon2,ellipsoid,units)
az = azimuth(track,...)
```

## Description

`az = azimuth(lat1,lon1,lat2,lon2)` calculates the great circle azimuth from point 1 to point 2, for pairs of points on the surface of a sphere. The input latitudes and longitudes can be scalars or arrays of matching size. If you use a combination of scalar and array inputs, the scalar inputs will be automatically expanded to match the size of the arrays. The function measures azimuths clockwise from north and expresses them in degrees or radians.

`az = azimuth(lat1,lon1,lat2,lon2,ellipsoid)` computes the azimuth assuming that the points lie on the ellipsoid defined by the input `ellipsoid`. `ellipsoid` is a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form `[semimajor_axis eccentricity]`. The default ellipsoid is a unit sphere.

`az = azimuth(lat1,lon1,lat2,lon2,units)` uses the input string `units` to define the angle units of `az` and the latitude-longitude coordinates. Use `'degrees'` (the default value), in the range from 0 to 360, or `'radians'`, in the range from 0 to  $2\pi$ .

`az = azimuth(lat1,lon1,lat2,lon2,ellipsoid,units)` specifies both the ellipsoid vector and the units of `az`.

`az = azimuth(track,...)` uses the input string `track` to specify either a great circle or a rhumb line azimuth calculation. Enter `'gc'` for the `track` string (the default value), to obtain great circle azimuths for a sphere or geodesic azimuths for an ellipsoid. (Hint to remember string name: the letters “g” and “c” are in both great circle and geodesic.) Enter `'rh'` for the `track` string to obtain rhumb line azimuths for either a sphere or an ellipsoid.



## Definitions

### Azimuth

An *azimuth* is the angle at which a smooth curve crosses a meridian, taken clockwise from north. The North Pole has an azimuth of  $0^\circ$  from every other point on the globe. You can calculate azimuths for great circles or rhumb lines.

### Geodesic

A *geodesic* is the shortest distance between two points on a curved surface, such as an ellipsoid.

### Great Circle

A *great circle* is a type of geodesic that lies on a sphere. It is the intersection of the surface of a sphere with a plane passing through the center of the sphere. For great circles, the azimuth is calculated at the starting point of the great circle path, where it crosses the meridian. In general, the azimuth along a great circle is not constant.

### Rhumb Line

A *rhumb line* is a curve that crosses each meridian at the same angle. For rhumb lines, the azimuth is the *constant* angle between true north and the entire rhumb line passing through the two points.

For more information on the distinction between great circles and rhumb lines, see “Great Circles, Rhumb Lines, and Small Circles” in the *Mapping Toolbox* documentation.

## Examples

Find the azimuth between two points on the same parallel, for example, ( $10^\circ\text{N}$ ,  $10^\circ\text{E}$ ) and ( $10^\circ\text{N}$ ,  $40^\circ\text{E}$ ). The azimuth between two points depends on the *track* string selected.

```
% Try the 'gc' track string.  
az = azimuth('gc',10,10,10,40)
```

```
% Compare to the result obtained from the 'rh' track string.  
az = azimuth('rh',10,10,10,40)
```

Find the azimuth between two points on the same meridian, say (10°N, 10°E) and (40°N, 10°E):

```
% Try the 'gc' track string.  
az = azimuth(10,10,40,10)  
  
% Compare to the 'rh' track string.  
az = azimuth('rh',10,10,40,10)
```

Rhumb lines and great circles coincide along meridians and the Equator. The azimuths are the same because the paths coincide.

## Algorithms

### Azimuths over Long Geodesics

Azimuth calculations for geodesics degrade slowly with increasing distance and can break down for points that are nearly antipodal or for points close to the Equator. In addition, for calculations on an ellipsoid, there is a small but finite input space. This space consists of pairs of locations in which both points are nearly antipodal *and* both points fall close to (but not precisely on) the Equator. In such cases, you will receive a warning and az will be set to NaN for the “problem pairs.”

### Eccentricity

Geodesic azimuths on an ellipsoid are valid only for small eccentricities typical of the Earth (for example, 0.08 or less).

## Alternatives

If you are calculating both the distance and the azimuth, you can call just the `distance` function. The function returns the azimuth as the second output argument. It is unnecessary to call `azimuth` separately.

## See Also

`distance` | `elevation` | `reckon` | `track` | `track1` | `track2`

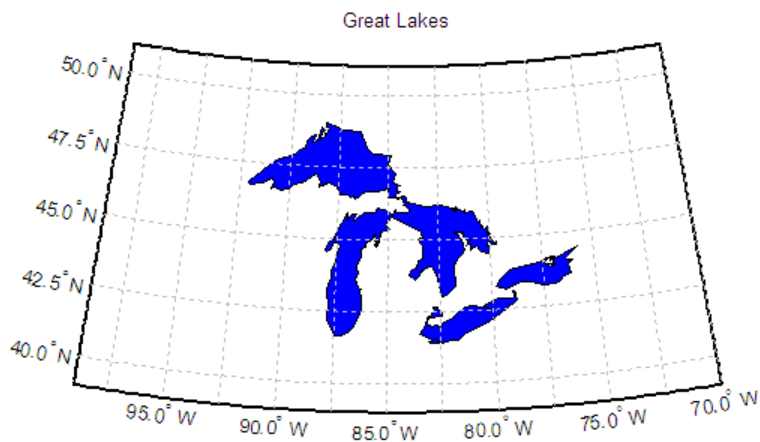
---

<b>Purpose</b>	Buffer zones for latitude-longitude polygons
<b>Syntax</b>	<pre>[latb,lonb] = bufferm(lat,lon,bufwidth) [latb,lonb] = bufferm(lat,lon,bufwidth,direction) [latb,lonb] = bufferm(lat,lon,dist,direction,npts)</pre>
<b>Description</b>	<p><code>[latb,lonb] = bufferm(lat,lon,bufwidth)</code> computes the buffer zone around a line or polygon. If the vectors <code>lat</code> and <code>lon</code>, in units of degrees, define a line, then <code>latb</code> and <code>lonb</code> define a polygon that contains all the points that fall within a certain distance, <code>bufwidth</code>, of the line. <code>bufwidth</code> is a scalar specified in degrees of arc along the surface. If the vectors <code>lat</code> and <code>lon</code> define a polygon, then <code>latb</code> and <code>lonb</code> define a region that contains all the points exterior to the polygon that fall within <code>bufwidth</code> of the polygon.</p> <p><code>[latb,lonb] = bufferm(lat,lon,bufwidth,direction)</code> uses the optional string <code>direction</code> to specify whether the buffer zone is inside 'in' or 'out' of the polygon. A third option, 'outPlusInterior', returns the union of an exterior buffer (as would be computed using 'out') with the interior of the polygon. If you do not supply a <code>direction</code> string, <code>bufferm</code> uses 'out' as the default and returns a buffer zone outside the polygon. If you supply 'in' as the <code>direction</code> string, <code>bufferm</code> returns a buffer zone inside the polygon. If you are finding the buffer zone around a line, 'out' is the only valid option.</p> <p><code>[latb,lonb] = bufferm(lat,lon,dist,direction,npts)</code> controls the number of points used to construct circles about the vertices of the polygon. A larger number of points produces smoother buffers, but requires more time. If <code>npts</code> is omitted, 13 points per circle are used.</p>
<b>Tips</b>	Close all polygons before processing them with <code>bufferm</code> . If a polygon is not closed, <code>bufferm</code> assumes it is a line.
<b>Examples</b>	<p>Display buffer zones inside and outside the Great Lakes:</p> <pre>% Display a simplified version of the five polygons that % represent the Great Lakes.</pre>

# bufferm

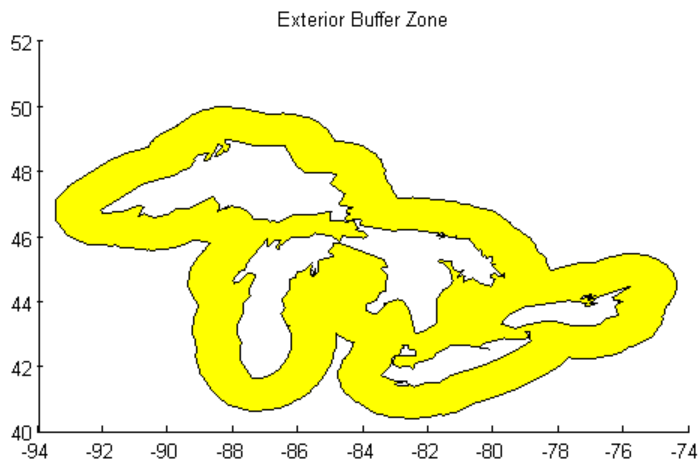
---

```
load conus
tol = 0.05;
[latr, lonr] = reducem(gtlakelat, gtlakelon, tol);
figure('Color','w')
ax = usamap({'MN','NY'});
setm(ax,'MLabelLocation',5)
geoshow(latr, lonr, 'DisplayType', 'polygon', ...
        'FaceColor', 'blue')
title('Great Lakes')
```



```
% Set the buffer width and display a buffer zone outside
% the lakes.
figure;
bufwidth = 1;
[latb, lonb] = bufferm(latr, lonr, bufwidth);
geoshow(latb, lonb, 'DisplayType', 'polygon', ...
```

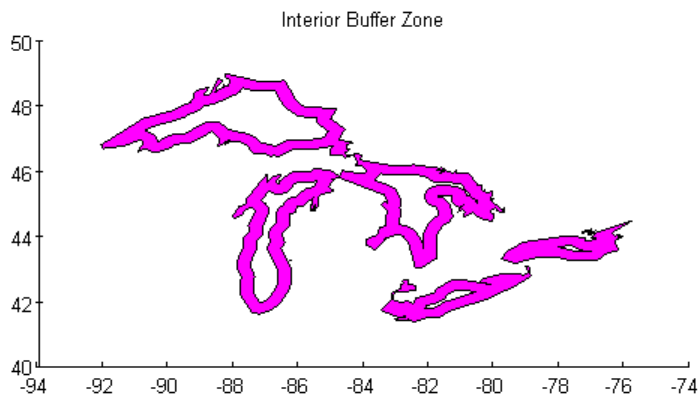
```
'FaceColor', 'yellow')  
title('Exterior Buffer Zone')
```



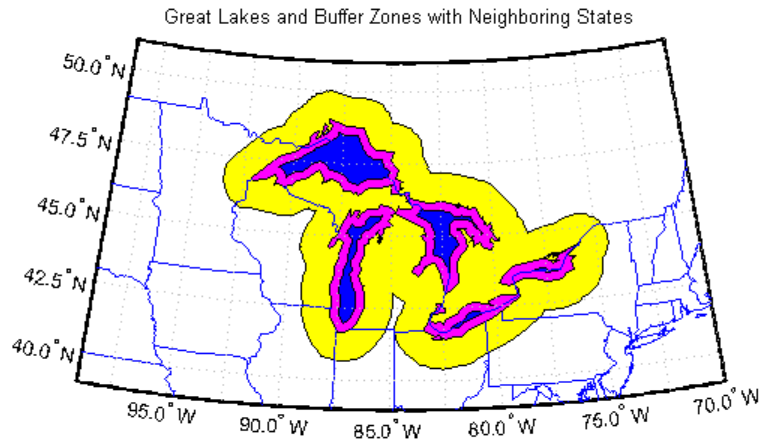
```
% Display a buffer zone inside the polygon.  
figure;  
[lati, loni] = bufferm(latr, lonr, 0.3*bufwidth, 'in');  
geoshow(lati, loni, 'DisplayType', 'polygon', ...  
        'FaceColor', 'magenta')  
title('Interior Buffer Zone')
```

# bufferm

---



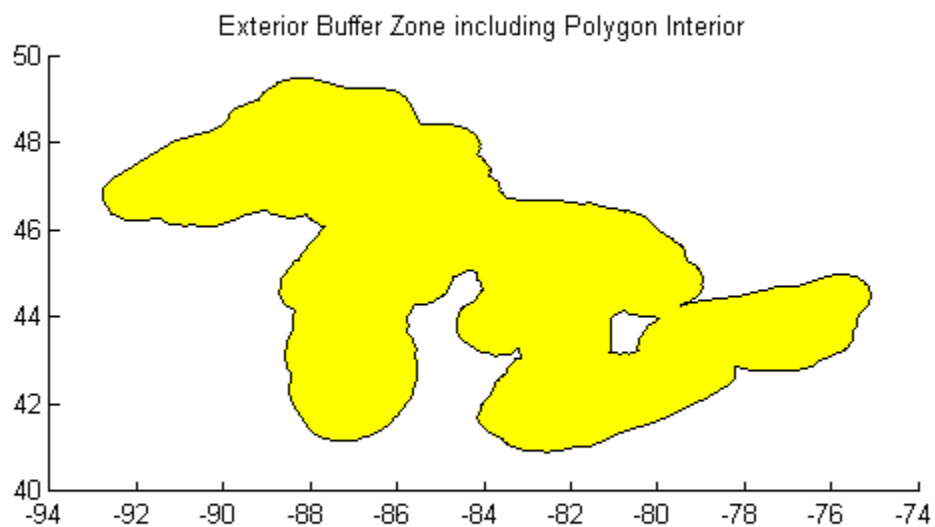
```
% Display the Great Lakes with interior and exterior
% buffer zones on a backdrop of neighboring states.
figure('Color','w')
ax = usamap({'MN','NY'});
setm(ax,'MLabelLocation',5)
geoshow(latb, lonb, 'DisplayType', 'polygon', 'FaceColor', 'yellow')
geoshow(latr, lonr, 'DisplayType', 'polygon', 'FaceColor', 'blue')
geoshow(lati, loni, 'DisplayType', 'polygon', 'FaceColor', 'magenta')
geoshow(uslat, uslon)
geoshow(statelat, statelon)
title('Great Lakes and Buffer Zones with Neighboring States')
```



```
% Example using 'outPlusInterior' option:  
bufWidth = 0.5;  
[latz, lonz] = bufferm(latr, lonr, bufWidth, 'outPlusInterior');  
figure  
geoshow(latz, lonz, 'DisplayType', 'polygon', 'FaceColor', 'yellow')  
title('Exterior Buffer Zone including Polygon Interior');
```

# bufferm

---



**See Also** `polybool`



<b>Purpose</b>	Expand limits of geographic quadrangle
<b>Syntax</b>	<code>[latlim,lonlim] = bufgeoquad(latlim,lonlim,buflat,buflon)</code>
<b>Description</b>	<code>[latlim,lonlim] = bufgeoquad(latlim,lonlim,buflat,buflon)</code> returns an expanded version of the geographic quadrangle defined by <code>latlim</code> and <code>lonlim</code> .
<b>Input Arguments</b>	<p><b>latlim - Latitude limits</b> 1-by-2 vector</p> <p>Latitude limits of a geographic quadrangle, specified as a 1-by-2 vector of the form <code>[southern_limit northern_limit]</code>, with latitudes in degrees. The two elements must be in ascending order, and lie in the closed interval <code>[-90 90]</code>.</p> <p><b>Data Types</b> single   double</p> <p><b>lonlim - Longitude limits</b> 1-by-2 vector</p> <p>Longitude limits of a geographic quadrangle, specified as a 1-by-2 vector of the form <code>[western_limit eastern_limit]</code>, with longitudes in degrees. The two limits need not be in numerical ascending order.</p> <p><b>Data Types</b> single   double</p> <p><b>buflat - Latitude buffer size</b> nonnegative scalar</p> <p>Latitude buffer size, specified as a nonnegative scalar, in units of degrees.</p> <p><b>Data Types</b> double</p> <p><b>buflon - Longitude buffer size</b></p>

# bufgeoquad

---

nonnegative scalar

Longitude buffer size, specified as a nonnegative scalar, in units of degrees.

## Data Types

double

## Output Arguments

### latlim - Latitude limits

1-by-2 vector

Latitude limits of a geographic quadrangle, returned as a 1-by-2 vector of the form [southern\_limit northern\_limit], in units of degrees. The elements are in ascending order, and both lie in the closed interval [-90 90].

### lonlim - Longitude limits

1-by-2 vector

Longitude limits of a geographic quadrangle, returned as a 1-by-2 vector of the form [western\_limit eastern\_limit], in units of degrees. The limits are wrapped to the interval [-180 180]. They are not necessarily in numerical ascending order.

## Examples

### Bounding Quadrangle for U.S.

Bounding quadrangle for the Conterminous United States, buffered 2 degrees to the north and south and 3 degrees to the east and west.

Load data and expand the limits of the quadrangle.

```
conus = load('conus.mat');  
[latlim, lonlim] = geoquadline(conus.uslat, conus.uslon);  
[latlim, lonlim] = bufgeoquad(latlim, lonlim, 2, 3)
```

```
latlim =
```

```
    23.1200    51.3800
```

```
lonlim =  
-127.7200 -63.9700
```

**See Also** [geoquadpt](#) | [geoquadline](#) | [outlinegeoquad](#)

# camposm

---

**Purpose** Set camera position using geographic coordinates

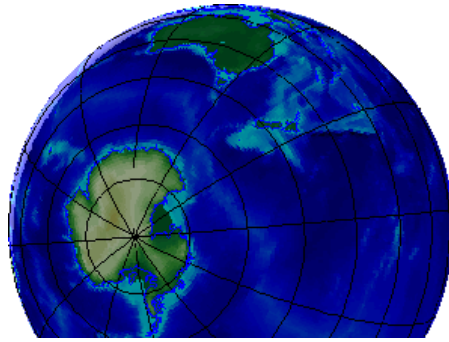
**Syntax**  
`camposm(lat, long, alt)`  
`[x, y, z] = camposm(lat, long, alt)`

**Description** `camposm(lat, long, alt)` sets the axes `CameraPosition` property of the current map axes to the position specified in geographic coordinates. The inputs `lat` and `long` are assumed to be in the angle units of the current map axes.

`[x, y, z] = camposm(lat, long, alt)` returns the camera position in the projected Cartesian coordinate system.

**Examples** Look at northern Australia from a point south and one Earth radius above New Zealand:

```
figure
axesm('globe', 'galt', 0)
gridm('glinestyle', '-')
load topo
geoshow(topo, topolegend, 'DisplayType', 'texturemap');
demcmap(topo)
camlight;
material(0.6*[ 1 1 1])
plat = -50; plon = 160;
tlat = -10; tlon = 130;
camtargm(tlat, tlon, 0);
camposm(plat, plon, 1);
camupm(tlat, tlon)
set(gca, 'CameraViewAngle', 75)
land = shaperead('landareas.shp', 'UseGeoCoords', true)
linem([land.Lat], [land.Lon])
axis off
```



**See Also**

camtargm | camupm | campos | camva

# camtargm

---

**Purpose** Set camera target using geographic coordinates

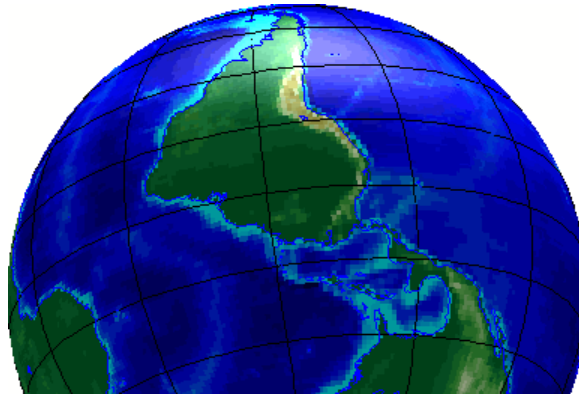
**Syntax**  
`camtargm(lat,long,alt)`  
`[x,y,z] = camtargm(lat,long,alt)`

**Description** `camtargm(lat,long,alt)` sets the axes `CameraTarget` property of the current map axes to the position specified in geographic coordinates. The inputs `lat` and `long` are assumed to be in the angle units of the current map axes.

`[x,y,z] = camtargm(lat,long,alt)` returns the camera target in the projected Cartesian coordinate system.

**Examples** Look down the spine of the Andes from a location three Earth radii above the surface:

```
figure
axesm('globe','galt',0)
gridm('glinestyle','-')
load topo
geoshow(topo,topolegend,'DisplayType','texturemap');
demcmap(topo)
lightm(-80,-180);
material(0.6*[ 1 1 1])
plat = 10; plon = -65;
tlat = -30; tlon = -70;
camtargm(tlat,tlon,0);
camposm(plat,plon,3);
camupm(tlat,tlon);
camva(20)
set(gca,'CameraViewAngle',30)
land = shaperead('landareas.shp','UseGeoCoords',true)
linem([land.Lat],[land.Lon])
axis off
```



**See Also**

[camposm](#) | [camupm](#) | [camtarget](#) | [camva](#)

**Purpose** Set camera up vector using geographic coordinates

**Syntax**  
`camupm(lat, long)`  
`[x,y,z] = camupm(lat, long)`

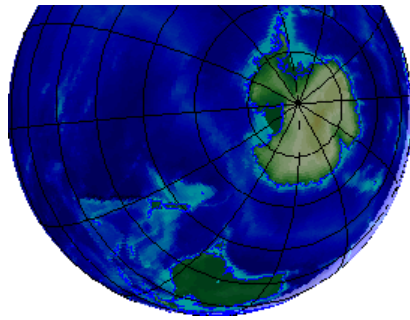
**Description** `camupm(lat, long)` sets the axes `CameraUpVector` property of the current map axes to the position specified in geographic coordinates. The inputs `lat` and `long` are assumed to be in the angle units of the current map axes.

`[x,y,z] = camupm(lat, long)` returns the camera position in the projected Cartesian coordinate system.

**Examples** Look at northern Australia from a point south of and one Earth radius above New Zealand. Set `CameraUpVector` to the antipode of the camera target for that *down under* view:

```
figure
axesm('globe','galt',0)
gridm('glinestyle','-')
load topo
geoshow(topo,topolegend,'DisplayType','texturemap');
demcmap(topo)
camlight;
material(0.6*[ 1 1 1])
plat = -50; plon = 160;
tlat = -10; tlon = 130;
[alat,alon] = antipode(tlat,tlon);
camtargm(tlat,tlon,0);
camposm(plat,plon,1);
camupm(alat,alon)
set(gca,'CameraViewAngle',80)
land = shaperead('landareas.shp','UseGeoCoords',true)
linem([land.Lat],[land.Lon])
axis off
```





**See Also**

[cantargm](#) | [camposm](#) | [camup](#) | [camva](#)

**Purpose** Transform projected coordinates to Greenwich system

**Syntax**

```
[lat,lon,alt] = cart2grn  
[lat,lon,alt] = cart2grn(hndl)  
[lat,lon,alt] = cart2grn(hndl,mstruct)
```

**Description** When objects are projected and displayed on map axes, they are plotted in Cartesian coordinates appropriate for the selected projection. This function transforms those coordinates back into the Greenwich frame, in which longitude is measured positively East from Greenwich (longitude 0), England and negatively West from Greenwich.

[lat,lon,alt] = cart2grn returns the latitude, longitude, and altitude data in geographic coordinates of the current map object, removing any clips or trims introduced during the display process from the output data.

[lat,lon,alt] = cart2grn(hndl) specifies the displayed map object desired with its handle hndl. The default handle is gco.

[lat,lon,alt] = cart2grn(hndl,mstruct) specifies the map structure associated with the object. The map structure of the current axes is the default.

**See Also** gcm | mfwdtran | minvtran | project

**Purpose** Substitute values in data array

**Syntax** `mapout = changem(Z,newcode,oldcode)`

**Description** `mapout = changem(Z,newcode,oldcode)` returns a data grid `mapout` identical to the input data grid, except that each element of `Z` with a value contained in the vector `oldcode` is replaced by the corresponding element of the vector `newcode`.

`oldcode` is 0 (scalar) by default, in which case `newcode` must be scalar. Otherwise, `newcode` and `oldcode` must be the same size.

**Examples** Invent a map:

```
A = magic(3)
```

```
A =
     8     1     6
     3     5     7
     4     9     2
```

Replace instances of 8 or 9 with 0s:

```
B = changem(A,[0 0],[9 8])
```

```
B =
     0     1     6
     3     5     7
     4     0     2
```

# circirc

---

**Purpose** Intersections of circles in Cartesian plane

**Syntax** `[xout,yout] = circirc(x1,y1,r1,x2,y2,r2)`

**Description** `[xout,yout] = circirc(x1,y1,r1,x2,y2,r2)` finds the points of intersection (if any), given two circles, each defined by center and radius in  $x$ - $y$  coordinates. In general, two points are returned. When the circles do not intersect or are identical, NaNs are returned.

When the two circles are tangent, two identical points are returned. All inputs must be scalars.

**See Also** `linecirc`

**Purpose** Add contour labels to map contour display

**Syntax**

```

clabelm(C)
clabelm(C,h)
clabelm(C,v)
clabelm(C,h,v)
clabelm( __ ,Name,Value)

clabelm(C,'manual')
clabelm(C,h,'manual')

text_handles = clabel( __ )

```

**Description** `clabelm(C)` labels all contours displayed in the current contour plot. Labels are upright and displayed with '+' symbols. `clabelm` randomly selects label positions.

`clabelm(C,h)` rotates the labels and inserts them in the contour lines. This syntax inserts only those labels that fit within the contour, depending on the size of the contour.

`clabelm(C,v)` labels only the contour levels specified by the vector, `v`.

`clabelm(C,h,v)` labels only the contour levels specified by vector `v`, rotates the labels, and inserts them in the contour lines.

`clabelm( __ ,Name,Value)` specifies the text object properties and the 'LabelSpacing' contourgroup property, using one or more `Name,Value` pair arguments, in addition to any of the input arguments in previous syntaxes.

`clabelm(C,'manual')` places contour labels at locations you select with a mouse. Click the mouse or press the space bar to label the contour

closest to the center of the crosshair. Press the **Return** key while the cursor is within the figure window to terminate labeling.

`clabelm(C,h,'manual')` places contour labels at locations you select with a mouse. Press the **Return** key while the cursor is within the figure window to terminate labeling. The labels are rotated and inserted in the contour lines.

`text_handles = clabel( __ )` additionally returns an array containing the handles of the text objects created, using any of the input arguments in the previous syntaxes. If you call `clabel` without the `h` argument, `text_handles` also contains the handles of line objects used to create the '+' symbols.

## Input Arguments

### **C - Contour matrix**

2-by-n matrix

Contour matrix containing the data that defines the contour lines. `C` is returned by the `contourm`, `contourfm`, or `contour3m` functions.

### **h - Handle to the contourgroup object**

Handle to the `contourgroup` object returned by the `contourm`, `contourfm`, or `contour3m` functions.

### **v - Contour level values**

vector

Contour level values, specified as a row or column vector of individual values.

**Example:** `[0,10,20]`

### **Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name,Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes (' '). You can

specify several name and value pair arguments in any order as Name1, Value1, . . . , NameN, ValueN.

### 'LabelSpacing' - Spacing between labels

144 (default) | scalar

Spacing between labels on each contour line, specified as the comma-separated pair consisting of 'LabelSpacing' and a scalar. Specify the label spacing in points, where 1 point =  $\frac{1}{72}$  inch.

**Example:** 'LabelSpacing',72

## Output Arguments

### text\_handles - Handles of text objects

Handles of the text objects that clabelm creates. The UserData properties of the text objects contain the contour values displayed.

If you call clabelm without the h argument, text\_handles also contains the handles of line objects used to create the '+' symbols.

## Examples

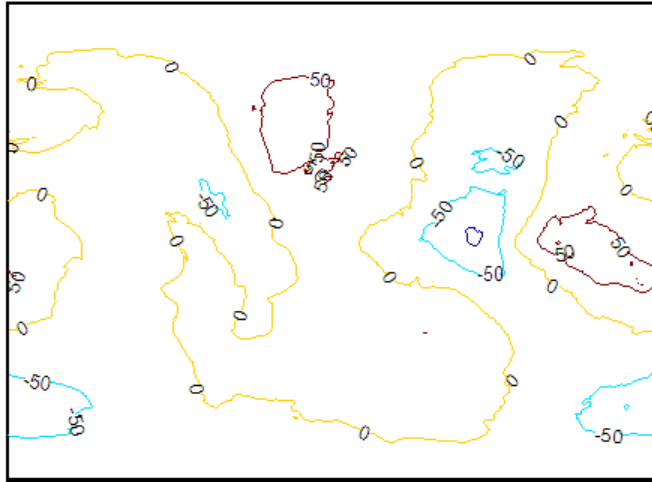
### Add Labels to a Contour Map

Generate a contour map and obtain the contour matrix, C, and the handle to the contourgroup object, h. Then display labels on the contour map.

```
load geoid
axesm miller
framem
tightmap
[C,h] = contourm(geoid,geoidlegend,-100:50:80);
clabelm(C,h)
```

# clabelm

---



## See Also

`clegendm` | `contourm` | `contour3m` | `contourfm` | `clabel`



**Purpose** Add legend labels to map contour display

**Syntax**

```
clegendm(cs,h)
clegendm(cs,h,loc)
clegendm(...,unitstr)
clegendm(...,strings)
h = clegendm(...)
```

**Description**

`clegendm(cs,h)` adds a legend specifying the contour line heights to the current map contour plot.

`clegendm(cs,h,loc)` places the legend in the specified location.

`clegendm(...,unitstr)` appends `unitstr` to each entry in the legend.

`clegendm(...,strings)` uses the strings specified in `strings` to label the legend. `strings` must have the same number of entries as the line children of `h`.

`h = clegendm(...)` returns the handle to the legend object created.

**Input Arguments**

**cs**  
Contour matrix output from `contourm`, `contour3m`, or `contourfm`

**h**  
Object handle output from `contourm`, `contour3m`, or `contourfm`

**loc**  
Any of the following integers, with the indicated placement:

Integer	Placement
0	Automatic placement (default)
1	Upper right corner
2	Upper left corner
3	Lower left corner

# clegendm

---

Integer	Placement
4	Lower right corner
-1	To the right of the plot

## **unitsstr**

Character string appended to each entry in the legend

## **strings**

Cell array of strings used to label the legend

## **Output Arguments**

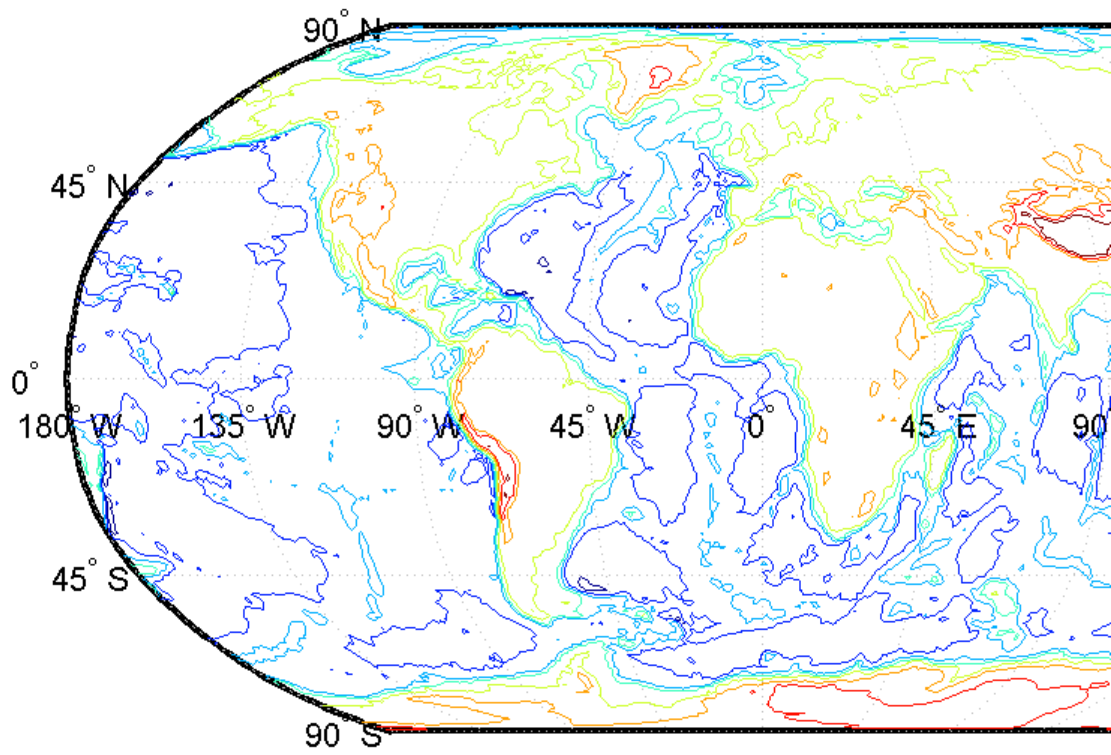
### **h**

Handle to the legend object

## **Examples**

Create a legend in the lower right-hand corner with a unit string indicating that the contour elevations are in meters:

```
load topo
R = georasterref('RasterSize', size(topo), ...
    'Latlim', [-90 90], 'Lonlim', [0 360]);
figure('Color','w'); worldmap('world')
[c,h] = contourm(topo, R, -6000:1500:6000);
clegendm(c,h,4,' m')
```



# clegendm

---

## **See Also**

`clabelm` | `contourm` | `contour3m` | `contourfm` | `contourc` |  
`contourcbar`

---

<b>Purpose</b>	Clip data at $\pm \pi$ in longitude, $\pm \pi$ in latitude
<b>Syntax</b>	<code>[lat,long,splitpts] = clipdata(lat,long,'object')</code>
<b>Description</b>	<p><code>[lat,long,splitpts] = clipdata(lat,long,'object')</code> inserts NaNs at the appropriate locations in a map object so that a displayed map is clipped at the appropriate edges. It assumes that the clipping occurs at <math>\pm \pi/2</math> radians in the latitude (<math>y</math>) direction and <math>\pm \pi</math> radians in the longitude (<math>x</math>) direction.</p> <p>The input data must be in radians and properly transformed for the particular aspect and origin so that it fits in the specified clipping range.</p> <p>The output data is in radians, with clips placed at the proper locations. The output variable <code>splitpts</code> returns the row and column indices of the clipped elements (columns 1 and 2 respectively). These indices are necessary to restore the original data if the map parameters or projection are ever changed.</p> <p>Allowable object strings are:</p> <ul style="list-style-type: none"><li>• <code>surface</code> for clipping graticules</li><li>• <code>light</code> for clipping lights</li><li>• <code>line</code> for clipping lines</li><li>• <code>patch</code> for clipping patches</li><li>• <code>text</code> for clipping text object location points</li><li>• <code>point</code> for clipping point data</li><li>• <code>none</code> to skip all clipping operations</li></ul>
<b>See Also</b>	<code>trimdata</code>   <code>undoclip</code>   <code>undotrim</code>

# clma

---

**Purpose** Clear current map axes

**Syntax** `clma`  
`clma all`  
`clma purge`

**Description** `clma` deletes all displayed map objects from the current map axes but leaves the frame if it is displayed.

`clma all` deletes all displayed map objects, including the frame, but it leaves the map structure intact, thereby retaining the map axes.

`clma purge` removes the map definition from the current axes, but leaves all objects projected on the axes intact.

**See Also** `cla` | `clmo` | `handlem` | `hidem` | `namem` | `showm` | `tagm`

---

<b>Purpose</b>	Clear specified graphics objects from map axes
<b>Syntax</b>	<code>clmo</code> <code>clmo(handle)</code> <code>clmo(object)</code>
<b>Description</b>	<code>clmo</code> deletes all displayed graphics objects on the current axes. <code>clmo(handle)</code> deletes those objects specified by their handles. <code>clmo(object)</code> deletes those objects with names identical to the input string. This can be any string recognized by the <code>handlem</code> function, including entries in the <code>Tag</code> property of each object, or the object Type if the <code>Tag</code> property is empty.
<b>See Also</b>	<code>clma</code>   <code>handlem</code>   <code>hidem</code>   <code>namem</code>   <code>showm</code>   <code>tagm</code>

# closePolygonParts

---

**Purpose** Close all rings in multipart polygon

**Syntax** `[xdata, ydata] = closePolygonParts(xdata, ydata)`  
`[lat, lon] = closePolygonParts(lat, lon, angleunits)`

**Description** `[xdata, ydata] = closePolygonParts(xdata, ydata)` ensures that each ring in a multipart (NaN-separated) polygon is “closed” by repeating the start point at the end of each ring, unless the start and end points are already identical. Coordinate vectors `xdata` and `ydata` must match in size and have identical NaN locations.

`[lat, lon] = closePolygonParts(lat, lon, angleunits)` works with latitude-longitude data and accounts for longitude wrapping with a period of 360 if *angleunits* is 'degrees' and  $2\pi$  if *angleunits* is 'radians'. For a ring to be considered closed, the latitudes of its first and last vertices must match exactly, but their longitudes need only match modulo the appropriate period. Such rings are returned unaltered.

**Examples** Closing a polygon in plane coordinates

```
xOpen = [1 0 2 NaN 0.5 0.5 1 1];
yOpen = [0 1 2 NaN 0.8 1 1 0.8];
[xClosed, yClosed] = closePolygonParts(xOpen, yOpen)
xClosed =
    Columns 1 through 7
    1.0000    0    2.0000    1.0000    NaN    0.5000    0.5000
    Columns 8 through 10
    1.0000    1.0000    0.5000

yClosed =
    Columns 1 through 7
    0    1.0000    2.0000    0    NaN    0.8000    1.0000
    Columns 8 through 10
    1.0000    0.8000    0.8000

whos
```



Name	Size	Bytes	Class	Attributes
xClosed	1x10	80	double	
xOpen	1x8	64	double	
yClosed	1x10	80	double	
yOpen	1x8	64	double	

## Closing a polygon in latitude-longitude coordinates

```
% Construct a two-part polygon based on coast.mat. The first ring
% is Antarctica. The longitude of its first vertex is -180 and the
% longitude of its last vertex is 180. The second ring is a small
% island from which the last vertex, a replica of the first vertex,
% is removed.
```

```
c = load('coast.mat');
[latparts, lonparts] = polysplit(c.lat, c.long);
latparts{2}(end) = [];
lonparts{2}(end) = [];
latparts(3:end) = [];
lonparts(3:end) = [];
[lat, lon] = polyjoin(latparts, lonparts);
```

```
% Examine how closePolygonParts treats the two rings. In both
% cases, the first and last vertices differ. However, Antarctica
% remains unchanged while the small island is closed back up.
```

```
[latClosed, lonClosed] = closePolygonParts(lat, lon, 'degrees');
[latpartsClosed, lonpartsClosed] = polysplit(latClosed, lonClosed);
lonpartsClosed{1}(end) - lonpartsClosed{1}(1) % Result is 360
lonpartsClosed{2}(end) - lonpartsClosed{2}(1) % Result is 0
```

## See Also

[isshapemultipart](#) | [removeextrananseparators](#)

# colorui

---

**Purpose** Interactively define RGB color

---

**Note** colorui will be removed in a future release. Use `uigetcolor` instead.

---

**Syntax**

```
c = colorui
c = colorui(InitClr)
c = colorui(InitClr, FigTitle)
```

**Description**

`c = colorui` will create an interface for the definition of an RGB color triplet. On Windows® platforms, `colorui` will produce the same interface as `uigetcolor`. On other machines, `colorui` produces a platform-independent dialog for specifying the color values.

`c = colorui(InitClr)` will initialize the color value to the RGB triple given in `initclr`.

`c = colorui(InitClr, FigTitle)` will use the string in `FigTitle` as the window label.

The output value `c` is the selected RGB triple if the **Accept** or **OK** button is pushed. If the user presses **Cancel**, then the output value is set to 0.

**See Also** `uigetcolor`

**Purpose** All possible combinations of set of values

**Compatibility** combntns will be removed in a future release. Use nchoosek instead.

**Syntax** `combos = combntns(set,subset)`

**Description** `combos = combntns(set,subset)` returns a matrix whose rows are the various combinations that can be taken of the elements of the vector `set` of length `subset`. Many combinatorial applications can make use of a vector `1:n` for the input set to return generalized, indexed combination subsets.

The `combntns` function provides the combinatorial subsets of a set of numbers. It is similar to the mathematical expression *a choose b*, except that instead of the number of such combinations, the actual combinations are returned. In combinatorial counting, the ordering of the values is not significant.

The numerical value of the mathematical statement *a choose b* is `size(combos,1)`.

**Examples** How can the numbers 1 to 5 be taken in sets of three (that is, what is *5 choose 3*)?

```
combos = combntns(1:5,3)
```

```
combos =
     1     2     3
     1     2     4
     1     2     5
     1     3     4
     1     3     5
     1     4     5
     2     3     4
     2     3     5
     2     4     5
     3     4     5
```

# combntns

---

```
size(combos,1) % "5 choose 3"
```

```
ans =  
    10
```

Note that if a value is repeated in the input vector, each occurrence is treated as independent:

```
combos = combntns([2 2 5],2)
```

```
combos =  
     2     2  
     2     5  
     2     5
```

## Tips

This is a recursive function.

---

<b>Purpose</b>	Project 3-D comet plot on map axes
<b>Compatibility</b>	comet3m will be removed in a future release. Use the following instead:  <pre>[x,y,z] = mfwdtran(lat,lon,z); comet3(x,y,z,p)</pre>
<b>Syntax</b>	<pre>comet3m(lat,lon,z) comet3m(lat,lon,z,p)</pre>
<b>Description</b>	<p>comet3m(lat,lon,z) traces a comet plot through the points specified by the input latitude, longitude, and altitude vectors.</p> <p>comet3m(lat,lon,z,p) specifies a comet body of length p*length(lat). The input p is 0.1 by default.</p> <p>A comet plot is an animated graph in which a circle (the comet <i>head</i>) traces the data points on the screen. The comet <i>body</i> is a trailing segment that follows the head. The <i>tail</i> is a solid line that traces the entire function.</p>
<b>Examples</b>	<p>Create a 3-D comet plot of the coastlines data:</p> <pre>load coast z = (1:length(lat))'/3000; axesm miller framem; gridm; setm(gca,'galtitude',max(z)+.5) view(3) comet3m(lat,lon,z,0.01)</pre>
<b>See Also</b>	comet3   cometm

# cometm

---

**Purpose** Project 2-D comet plot on map axes

**Compatibility** cometm will be removed in a future release. Use the following instead:

```
[x,y] = mfwdtran(lat,lon);  
comet(x,y,p)
```

**Syntax**  
cometm(lat,lon)  
cometm(lat,lon,p)

**Description** cometm(lat,lon) traces a comet plot through the points specified by the input latitude and longitude vectors.

cometm(lat,lon,p) specifies a comet body of length p\*length(lat). The input p is 0.1 by default.

A comet plot is an animated graph in which a circle (the comet *head*) traces the data points on the screen. The comet *body* is a trailing segment that follows the head. The *tail* is a solid line that traces the entire function.

**Examples** Create a comet plot of the coastlines data:

```
load coast  
axesm miller  
framem  
cometm(lat,long,0.01)
```

**See Also** comet | comet3m

## Purpose

Project 3-D contour plot of map data

## Description

The `contour3m` function is the same as the `contourm` function except that the lines for each contour level are drawn in their own horizontal plane, at the  $z$ -coordinate equal to the value of that level.

## Tips

- If you use `contour3m` with the `globe` map display, the `contour3m` function warns. Be careful to scale the input data relative to the radius of your reference sphere.

## Examples

In an ordinary axes, contour the EGM96 geoid heights as a 3-D surface with 50 levels and set the contour line color to black:

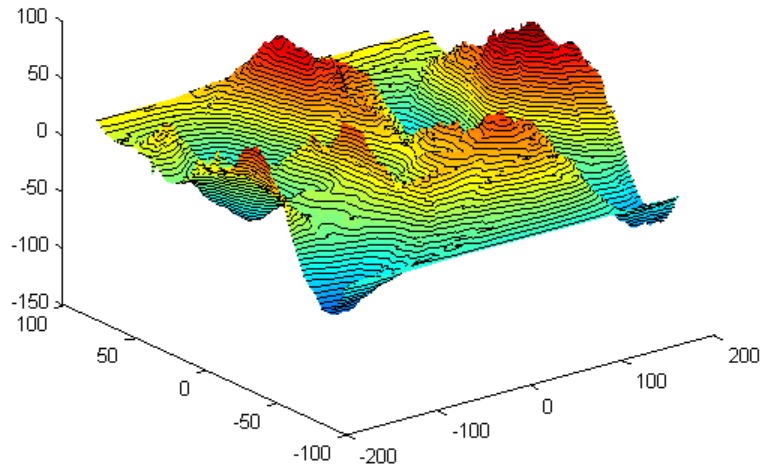
```
figure('Color','white')
load geoid
contour3m(geoid,geoidrefvec,50,'LineColor','black');

% Add the geoid as a surface.
hold on
geoshow(geoid,geoidrefvec,'DisplayType','surface')

% Add a title.
title('EGM96 Global Geoid Heights with 50 Contour Levels');

% View in 3-D
view(3)
```

EGM96 Global Geoid Heights with 50 Contour Levels



---

In a map axes, contour the topography and bathymetry of South Asia and the northern Indian Ocean with a contour interval of 500 meters:

```
load topo
latlim = [ 0 50];
lonlim = [35 115];
[Z, refvec] = maptrims(topo, topolegend, latlim, lonlim);
figure('Color','white')
axesm('lambertstd','MapLatLimit', latlim, 'MapLonLimit', lonlim)
tightmap; axis off
contour3m(Z,refvec,'black','LevelStep',500)

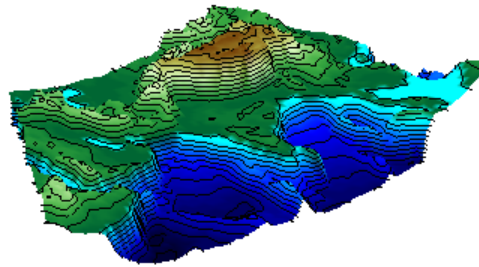
% Add the geoid as a surface and set the colormap.
geoshow(Z,refvec,'DisplayType','surface')
demcmap(Z)
```



```
% Add a title.
title({'South Asia Topography and Bathymetry', ...
      'with 500 m Contours'});

% View in 3-D
set(gca, 'DataAspectRatio', [1 1 40000])
view(3)
```

South Asia Topography and Bathymetry  
with 500 m Contours



## See Also

[clabel](#) | [clabelm](#) | [clegendm](#) | [contour](#) | [contour3](#) | [contourm](#) | [contourfm](#) | [geoshow](#) | [plot](#)

# contourcbar

---

**Purpose** Color bar for filled contour map display

**Syntax** H = contourcbar(...)

**Description** H = contourcbar(...) creates a color bar associated with a filled contour display created with `contourfm`, `contourm`, `contour3m`, or `geoshow`. It supports the same syntax and usage options as the MATLAB function `colorbar`.

## Tips

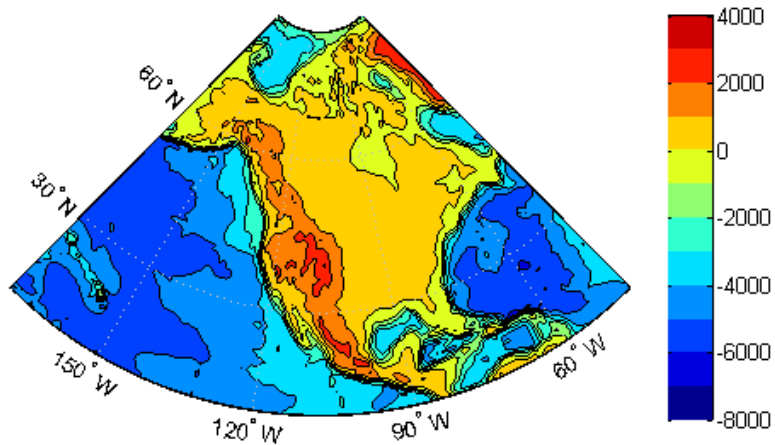
- If a *peer* axes is specified when calling `contourcbar`, it should be a map axes containing an object created using one of the Mapping Toolbox functions listed previously. Otherwise the current axes should contain such an object.
- If a Mapping Toolbox contour object is present, then the color bar is filled with solid blocks of color which bound each other at the contour levels used in the plot. Thus, the contour levels bounding a fill polygon of a given color can be inferred graphically by inspecting the upper and lower limits of the corresponding block in the color bar. In the absence of a Mapping Toolbox contour object an ordinary color bar is created.
- If multiple Mapping Toolbox contour objects are present in the same axes, then the levels used to divide the color bar into blocks will correspond to the first contour object that is found. This situation could occur when a larger data set is broken up into multiple grid tiles, for example, but as long the tiles all use the same contour level list, the color bar will correctly represent them all.

## Examples

Add a colorbar to a map showing the topography of North America:

```
figure('Color','white')
worldmap('north america')
load topo
R = georasterref('RasterSize',[180 360], ...
    'Latlim',[-90 90],'Lonlim',[0 360]);
contourfm(topo, R, -7000:1000:3000)
```

```
caxis([-8000 4000])
contourcbar
```



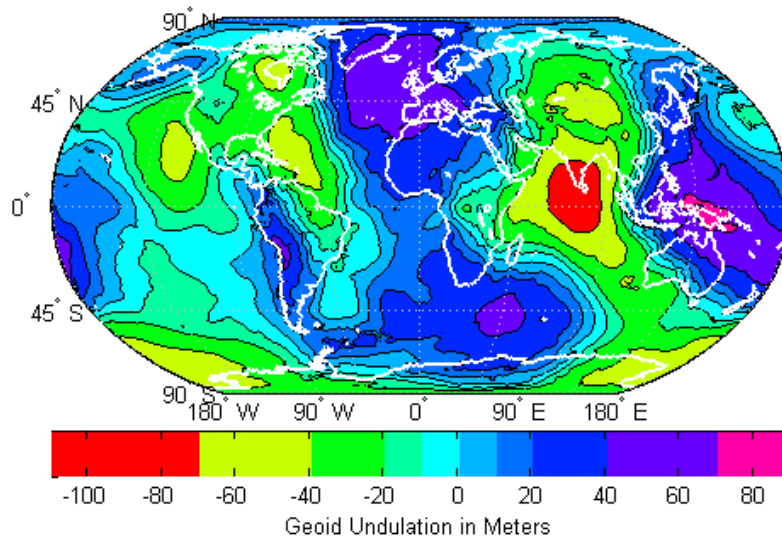
Add a colorbar to a map showing a geoid with non-uniform levels:

```
figure('Color','white')
ax = worldmap('world');
setm(gca,'MLabelParallel',-90)
setm(gca,'MLabelLocation',90)
load geoid
R = georasterref('RasterSize',[180 360], ...
    'Latlim',[-90 90],'Lonlim', [0 360]);
levels = [-70 -40 -20 -10 0 10 20 40 70];
geoshow(geoid, R, 'DisplayType', 'contour',...
    'LevelList',levels,'Fill','on','LineColor','black')
coast = load('coast.mat');
geoshow(coast.lat, coast.long, 'Color', 'white', 'LineWidth', 1.5)
cb = contourcbar('peer',ax,'Location','southoutside');
```

## contourcbar

---

```
caxis([-110 90])  
colormap(hsv)  
set(get(cb,'XLabel'),'String','Geoid Undulation in Meters')
```



### See Also

[clegendm](#) | [colorbar](#) | [contourfm](#)

**Purpose**

Contour colormap and colorbar for current axes

**Syntax**

```
contourcmap(cmapstr)
contourcmap(cmapstr,cdelta)
contourcmap(...,Name,Value)
h = contourcmap(...)
```

**Description**

`contourcmap(cmapstr)` updates the figure's colormap for the current axes with the colormap specified by `cmapstr`. If the axes contains Mapping Toolbox contour objects, the resultant colormap contains the same number of colors as the original colormap. Otherwise, the resultant colormap contains ten colors.

`contourcmap(cmapstr,cdelta)` updates the figure's colormap with colors varying according to `cdelta`. If the axes contains Mapping Toolbox contour objects, the value of `cdelta` is ignored.

`contourcmap(...,Name,Value)` allows you to add a colorbar and control the colorbar's properties. Parameter names can be abbreviated and are case-insensitive.

`h = contourcmap(...)` returns a handle to the colorbar axes.

**Input Arguments****cmapstr**

A string that specifies a colormap. Valid entries for `cmapstr` include 'pink', 'hsv', 'jet', or the name of any similar MATLAB colormap function.

**cdelta**

A scalar or vector. If `cdelta` is a scalar, it represents a step size, and colors are generated at multiples of `cdelta`. If `cdelta` is a vector of evenly spaced values, colors are generated at those values; otherwise an error is issued.

**Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name,Value` arguments. `Name` is the argument name and `Value` is the corresponding

value. Name must appear inside single quotes ( ' '). You can specify several name and value pair arguments in any order as Name1,Value1,...,NameN,ValueN.

## **'Colorbar'**

String with values 'on' or 'off' specifying whether a colorbar is present, 'on', or absent from the axes, 'off'.

**Default:** 'off'

## **'Location'**

String specifying the location of the colorbar. Permissible values are 'vertical', 'horizontal', or 'none'.

**Default:** 'vertical'

## **'ColorAlignment'**

String specifying the alignment of the labels in the colorbar. Permissible values are 'center', where the labels are centered on the color bands, or 'ends', where the labels are centered on the color breaks. If the axes contains Mapping Toolbox contour objects, the ColorAlignment will be set automatically to 'center' for contour lines and 'ends' for filled contours, and cannot be modified.

## **'SourceObject'**

Handle of the graphics object which is used to determine the color limits for the colormap. The SourceObject value is the handle of a currently displayed object.

**Default:** gca

## **'TitleString'**

String specifying the title of the colorbar axes.

**'XLabelString'**

String specifying the X label of the colorbar axes.

**'YLabelString'**

String specifying the Y label of the colorbar axes.

**'ZLabelString'**

String specifying the Z label of the colorbar axes. In addition, properties and values that can be applied to the title and labels of the colorbar axes are valid.

**Output Arguments****h**

A handle to the colorbar axes.

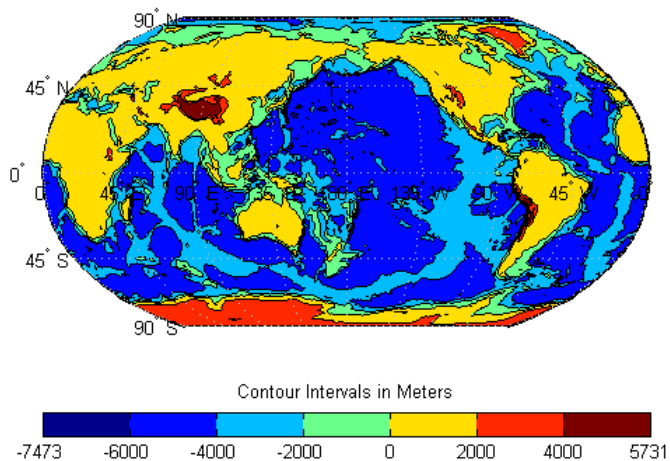
**Examples**

Display a world map with a colormap representing contour intervals in meters:

```
load topo
R = georasterref('RasterSize', size(topo), ...
    'Latlim', [-90 90], 'Lonlim', [0 360]);
figure('Color','white')
worldmap(topo, R)
contourfm(topo, R);
contourcmap('jet', 'Colorbar', 'on', ...
    'Location', 'horizontal', ...
    'TitleString', 'Contour Intervals in Meters');
```

# contourcmap

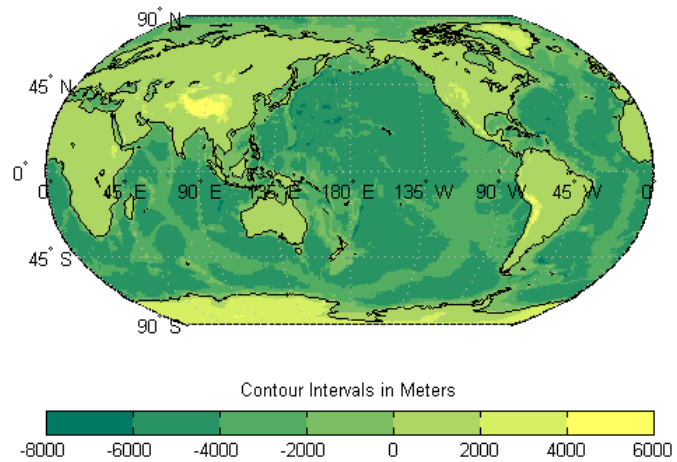
---



Display a world map with a colormap in which colors vary at a step size of 2000:

```
load topo
load coast
R = georasterref('RasterSize', size(topo), ...
    'Latlim', [-90 90], 'Lonlim', [0 360]);
figure('Color','white')
worldmap(topo, R)
geoshow(topo, R, 'DisplayType', 'texturemap');
contourcmap('summer', 2000, 'Colorbar', 'on', ...
    'Location', 'horizontal', ...
    'TitleString', 'Contour Intervals in Meters');
geoshow(lat, long, 'Color', 'black')
```





## See Also

`clabelm` | `clegendm` | `colormap` | `contour3m` | `contourcbar` | `contourfm` | `contourm`

# contourfm

---

## Purpose

Project filled 2-D contour plot of map data

## Description

The `contourfm` function is the same as the `contourm` function except that the areas between contours are filled with colors. For each contour interval, `contourfm` selects a distinct color from the figure's colormap. You can obtain the same result by setting `'Fill', 'on'` and `'LineColor', 'black'` when calling `contourm`.

## Examples

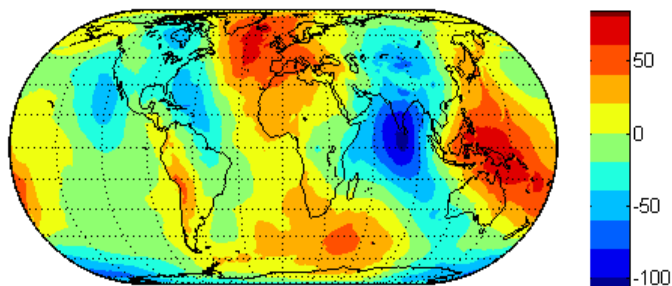
Plot the Earth's geoid with filled contours. The data is in meters.

```
figure
axesm eckert4; framem; gridm; axis off; tightmap

load geoid
contourfm(geoid, geoidrefvec, -120:20:100, 'LineStyle', 'none');

coast = load('coast');
geoshow(coast.lat, coast.long, 'Color', 'black')

contourcbar
```



## See Also

`contourcbar` | `contourm` | `contour3m` | `clabelm` | `meshm` | `surf`

**Purpose**

Project 2-D contour plot of map data

**Syntax**

```
contourm(Z,R)
contourm(lat,lon,Z)
contourm( __ ,n)
contourm( __ ,V)
contourm( __ ,LineStyle)
contourm( __ ,Name,Value,...)
C = contourm( __ )
[C,h] = contourm( __ )
```

**Description**

`contourm(Z,R)` creates a contour plot of the regular data grid `Z`. `R` can be a geographic raster reference object, a referencing vector, or a referencing matrix.

`contourm(lat,lon,Z)` displays a contour plot of the geolocated, `M`-by-`N` data grid, `Z`. `lat,lon` can be the size of `Z` or can specify the corresponding row and column dimensions for `Z`.

`contourm( __ ,n)` draws `n` contour levels.

`contourm( __ ,V)` draws contours at the levels specified by the input vector `V`. Use `V = [v v]` to compute a single contour at level `v`.

`contourm( __ ,LineStyle)` uses any valid `LineStyle` string to draw the contour lines.

`contourm( __ ,Name,Value,...)` allows you to set optional parameters. Parameter names can be abbreviated, and case does not matter. In addition, any of the following `hggroup` properties may be specified: `HandleVisibility`, `Parent`, `Tag`, `UserData`, and `Visible`.

`C = contourm( __ )` returns a standard contour matrix `C`, with the first row representing longitude data and the second row representing latitude data

`[C,h] = contourm( __ )` returns the contour matrix and the handle to the contour patches drawn onto the current axes. The handle is of type `hggroup`.

## Tips

You have three ways to control the number of contour levels that display in your map:

- 1** Set the number of contour levels by specifying the scalar `n` in the syntax `contourm(Z,R,n)` or `contourm(lat,lon,Z,n)`.
- 2** Use the vector `V` to specify the levels at which contours are drawn with the syntax `contourm(Z,R,V)` or `contourm(lat,lon,Z,V)`.
- 3** Choose regular intervals at which the contours are drawn by setting the `LevelStep` parameter.

If you do not use any of the above methods to set your contour levels, the `contourm` function will display around five contour levels.

## Input Arguments

### Z

Regular or geolocated data grid.

If the grid contains regions with missing data, set the corresponding elements of `Z` to `NaN`. Contour lines terminate when entering such areas. Similarly, if you use `'Fill'`, `'on'` or call `contourfm`, such null-data areas will not be filled. If the syntax `contourm(lat,lon,Z,...)` is used, however, `lat` and `lon` must have finite, non-`NaN` values everywhere. In this case, set `Z` to `NaN` in null data areas, but make sure the corresponding elements of `lat` and `lon` have finite values that specify actual locations on the Earth.

### R

Geographic raster reference object, referencing vector, or referencing matrix.

If `R` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If `R` is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If **R** is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to/from geographic coordinates according to:

$$[\text{lon } \text{lat}] = [\text{row } \text{col } 1] * \mathbf{R}$$

If **R** is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. For more information about referencing vectors and matrices, see “Understanding Raster Geodata”. If the current axis is a map axis, the coordinates of **Z** will be projected using the projection structure from the axis. The contours are drawn at their corresponding **Z** level.

**lat**

Geolocation array having the same size as **Z**, or a vector with length matching the number of rows in **Z**.

**lon**

Geolocation array having the same size as **Z**, or a vector with length matching the number of columns in **Z**.

**n**

Scalar specifying the number of contour levels.

**v**

Vector specifying contour levels.

**LineStyle**

Line specification string. See the MATLAB function reference page for **LineStyle** for more information.

**Name-Value Pair Arguments**

Specify optional comma-separated pairs of **Name, Value** arguments. **Name** is the argument name and **Value** is the corresponding value. **Name** must appear inside single quotes ( ' '). You can

specify several name and value pair arguments in any order as `Name1, Value1, ..., NameN, ValueN`.

## **'Fill'**

off | on

*Color areas between contour lines.* By default `contourm` draws a line (which may have multiple parts) for each contour level. If you set `Fill` to on, `contourm` colors the polygonal regions between the lines, selecting a distinct color for each contour interval from the colormap of the figure in which the contours are drawn. Setting `Fill` to on is almost the same as calling `contourfm`; the only difference is that `contourfm` also sets `LineColor` to black by default.

**Default:** off

## **'LabelSpacing'**

scalar

*Spacing between labels on each contour line.* When you display contour line labels either by calling `clabelm` or by specifying `'ShowText', 'on'`, the labels by default are spaced 144 points (2 inches) apart on each line. You can specify the spacing by setting `LabelSpacing` to a value in points. If the length of an individual contour line is less than the specified value, only one contour label is displayed on that line.

## **'LevelList'**

vector

*Values at which contour lines are drawn.* This property uses a row vector of increasing values to specify the levels at which contour lines are drawn.

## **'LevelStep'**

scalar

*Spacing of contour lines.* When `LevelStep`, which must be a positive real number, is specified, the `contourm` function draws contour lines at regular intervals determined by the value of `LevelStep`, unless the optional third argument, `n` (number of contour levels) or `V` (vector specifying contour levels) is provided. If `n` or `V` is used in combination with the `LevelStep` parameter, then the `LevelStep` parameter is ignored. If `n`, `v`, and the `LevelStep` parameter are all omitted, `contourm` selects a uniform step automatically.

### **'LineColor'**

`flat` | `ColorSpec` | `none`

*Contour line colors.* To specify a single color to be used for all the contour lines, you can set `ColorSpec` to a three-element RGB vector or one of the MATLAB predefined names. See the MATLAB `ColorSpec` reference page for more information on specifying color. If you omit `LineColor` or set it to `flat`, `contourm` selects a distinct color for lines at each contour level from the colormap of the figure in which the contours are drawn. If you set `LineColor` to `none`, the contour lines will not be visible.

**Default:** `flat`

### **'LineStyle'**

`-` | `--` | `:` | `-.` | `none`

*Line style for contour lines.* Options for `LineStyle` include solid (specified by `-`), dashed (`--`), dotted (`:`), dash-dot (`-.`), and `none`. The specifier strings work the same as for line objects in MATLAB graphics.

**Default:** `-`

### **'LineWidth'**

scalar

*Width of the contour lines in points (1 point = 1/72 inch).*

**Default:** `0.5`

## 'ShowText'

on | off

*Display labels on contour lines.* If you set ShowText to on, contourm displays text labels on each contour line indicating the value of the corresponding contour level. Another way to add labels to your contour lines is to call clabelm after calling contourm.

**Default:** off

## Output Arguments

### c

Standard contour matrix with the first row representing longitude data and the second row representing latitude data.

### h

Handle to the hggroup containing the contour lines.

## Examples

Contour geoid heights for an area including Korea with a backdrop of terrain elevations and bathymetry:

```
% Load the data.  
load korea  
load geoid
```

```
% Create a map axes that includes Korea.  
figure  
worldmap(map, refvec)
```

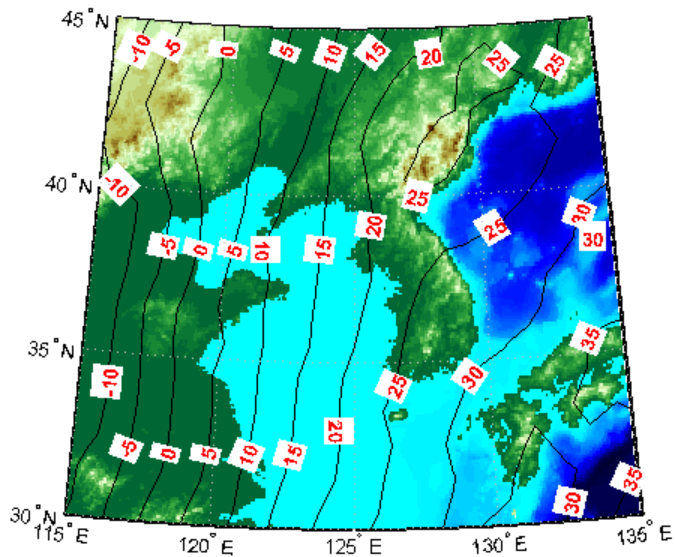
```
% Display the digital elevation data and apply a colormap.  
geoshow(map, refvec, 'DisplayType', 'texturemap');  
demcmap(map)
```

```
% Contour the geoid values from -100 to 100 in increments of 5.  
[c,h] = contourm(geoid, geoidlegend, -100:5:100, 'k');
```

```
% Add red labels with white backgrounds to the contours.
```



```
ht = clabelm(c,h);  
set(ht,'Color','r','BackgroundColor','white','FontWeight','bold')
```



### Display Contours for EGM96 Geoid Heights

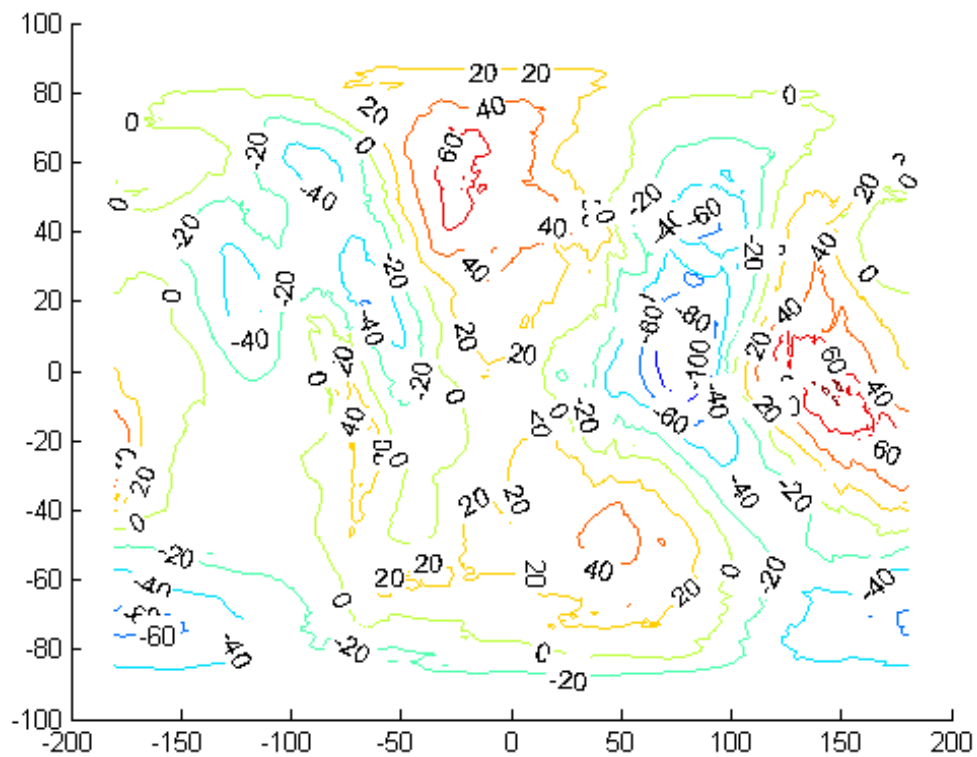
Load EGM96 geoid heights.

```
load geoid
```

Display contours.

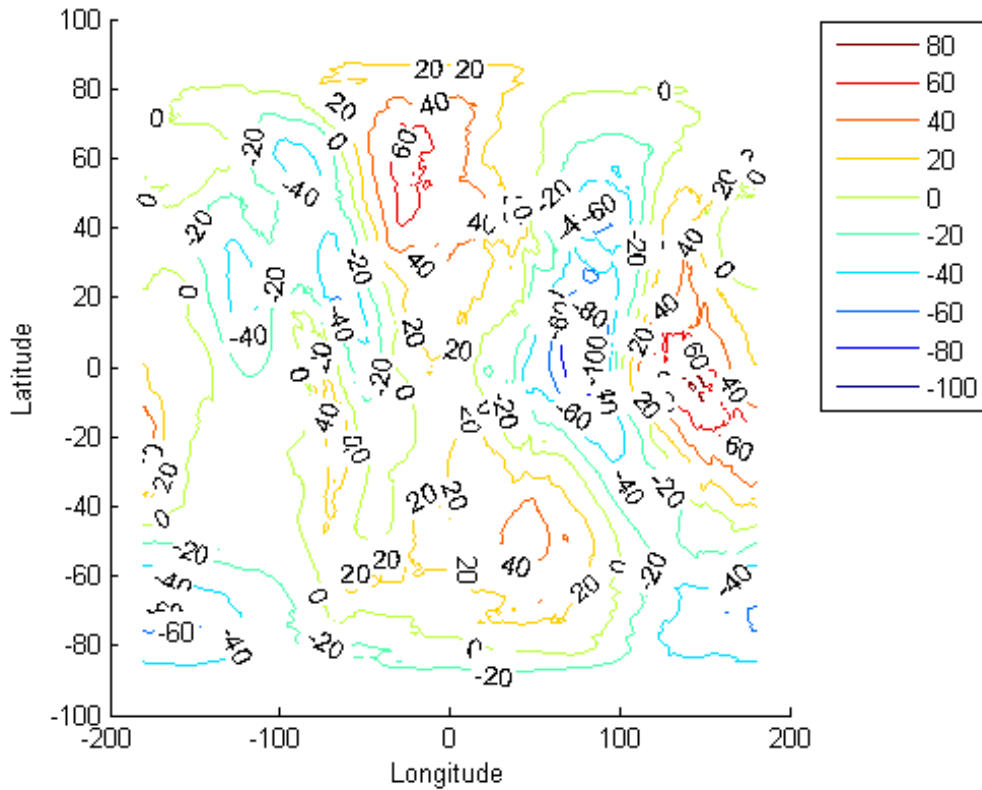
```
figure  
[c,h] = contourm(geoid,geoidrefvec,'LevelStep',20,'ShowText','on');
```

## contourm



Add axes labels and a legend.

```
xlabel('Longitude')  
ylabel('Latitude')  
clegendm(c,h,-1)
```



### Display Contour Geoid Heights for Area Including Korea

Contour geoid heights for an area including Korea with a backdrop of terrain elevations and bathymetry:

Load geoid heights and Korea data.

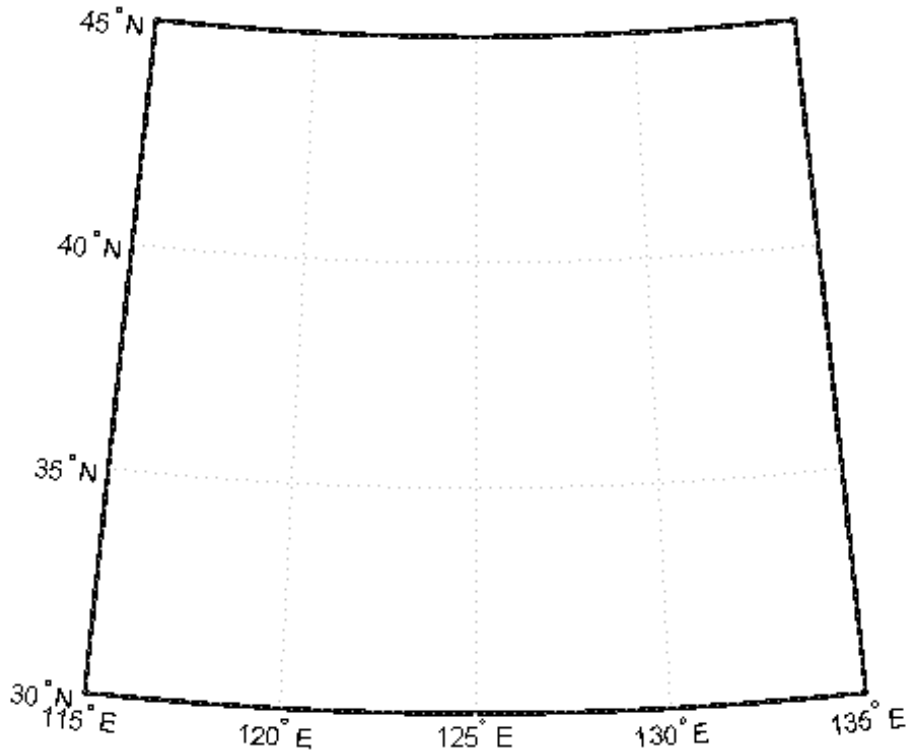
```
load korea
load geoid
```

# contourm

---

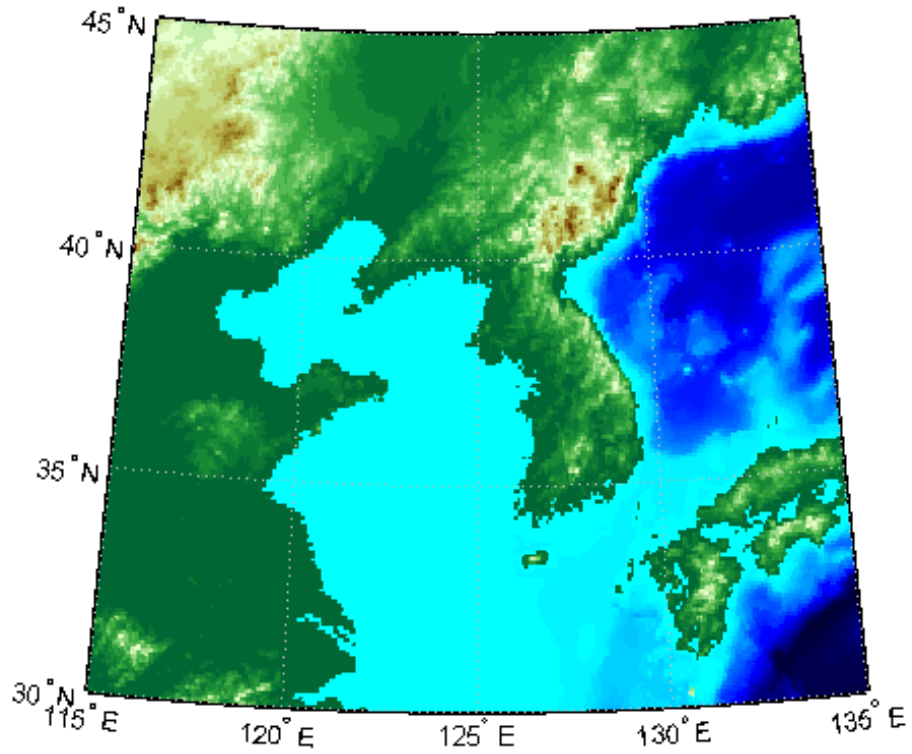
Create a map axes that includes Korea.

```
figure  
worldmap(map, refvec)
```



Display the digital elevation data and apply a colormap.

```
geoshow(map, refvec, 'DisplayType', 'texturemap');  
demcmap(map)
```

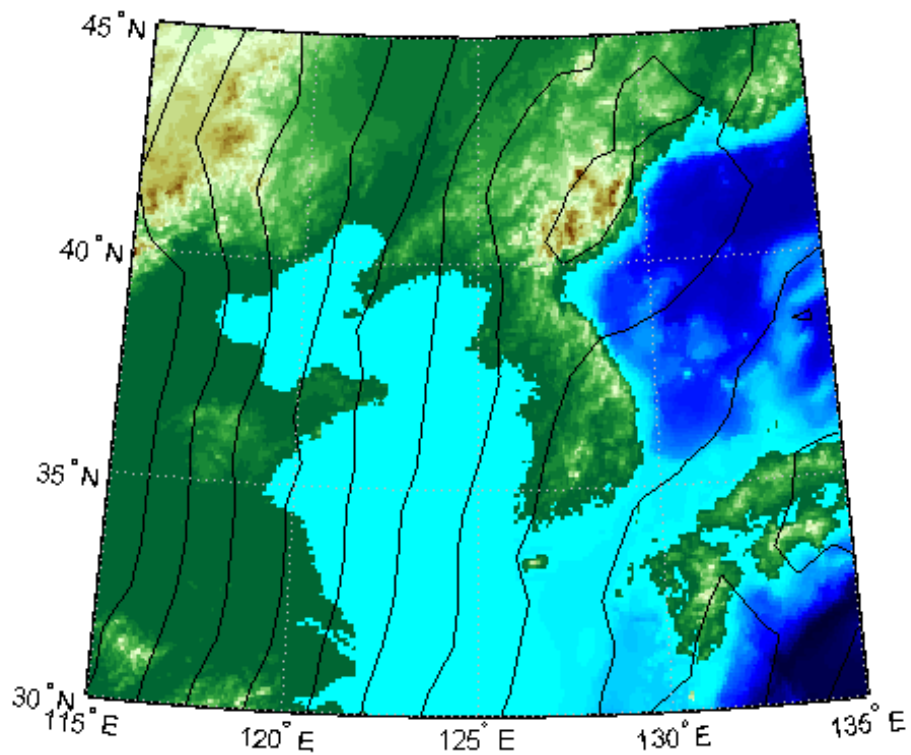


Display contours of the geoid values from -100 to 100 in increments of 5.

```
[c,h] = contourm(geoid, geoidlegend, -100:5:100, 'k');
```

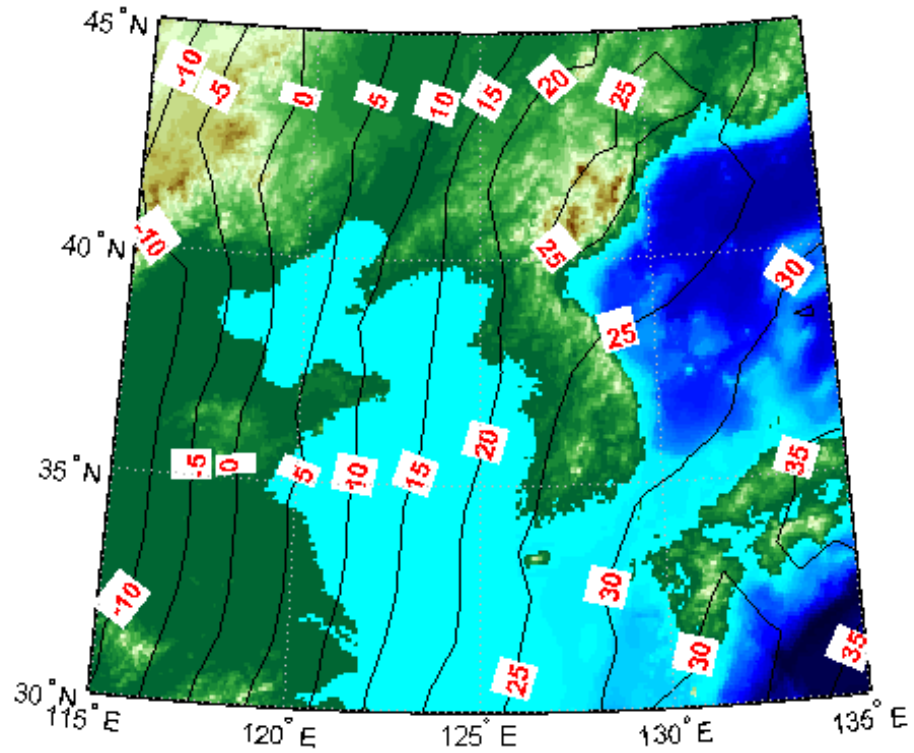
## contourm

---



Add red labels with white backgrounds to the contours.

```
ht = clabelm(c,h);  
set(ht,'Color','r','BackgroundColor','white','FontWeight','bold')
```

**See Also**

`clabelm` | `cllegendm` | `contour` | `contourc` | `contour3` | `contour3m` | `contourfm` | `geoshow` | `plot`

# convertlat

---

**Purpose** Convert between geodetic and auxiliary latitudes

**Syntax** `latout = convertlat(ellipsoid,latin,from,to,units)`

**Description** `latout = convertlat(ellipsoid,latin,from,to,units)` converts latitude values in `latin` from type FROM to type TO. `ellipsoid` is a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form `[semimajor_axis eccentricity]`.

`latin` is an array of input latitude values. `from` and `to` are each one of the latitude type strings listed below (or unambiguous abbreviations). `latin` has the angle units specified by `units`: either `'degrees'`, `'radians'`, or unambiguous abbreviations. The output array, `latout`, has the same size and units as `latin`.

Latitude Type	Description
geodetic	The geodetic latitude is the angle that a line perpendicular to the surface of the ellipsoid at the given point makes with the equatorial plane.
authalic	The authalic latitude maps an ellipsoid to a sphere while preserving surface area. Authalic latitudes are used in place of the geodetic latitudes when projecting the ellipsoid using an equal area projection.
conformal	The conformal latitude maps an ellipsoid conformally onto a sphere. Conformal latitudes are used in place of the geodetic latitudes when projecting the ellipsoid with a conformal projection.
geocentric	The geocentric latitude is the angle that a line connecting a point on the surface of the ellipsoid to its center makes with the equatorial plane.
isometric	The isometric latitude is a nonlinear function of the geodetic latitude.



Latitude Type	Description
parametric	The parametric latitude of a point on the ellipsoid is the latitude on a sphere of radius $a$ , where $a$ is the semimajor axis of the ellipsoid, for which the parallel has the same radius as the parallel of geodetic latitude.
rectifying	The rectifying latitude is used to map an ellipsoid to a sphere in such a way that distance is preserved along meridians.

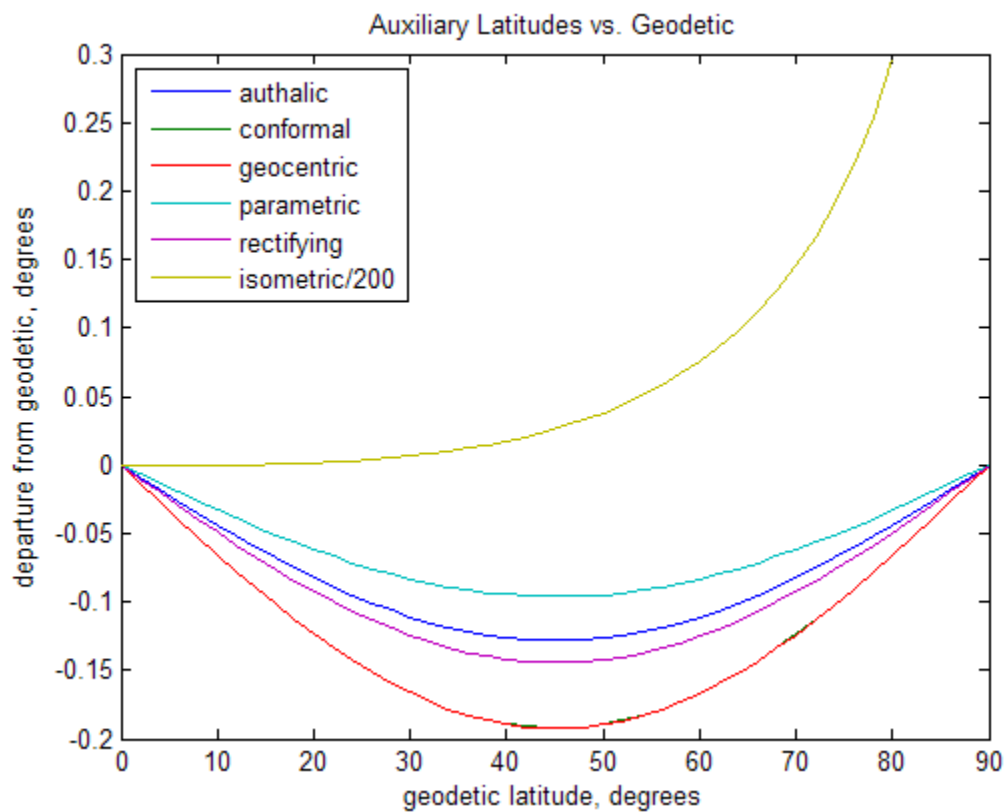
To properly project rectified latitudes, the radius must also be scaled to ensure the equal meridional distance property. This is accomplished by `rsphere`.

## Examples

```
% Plot the difference between the auxiliary latitudes
% and geocentric latitude, from equator to pole,
% using the GRS 80 ellipsoid. Avoid the polar region with
% the isometric latitude, and scale down the difference
% by a factor of 200.
grs80 = referenceEllipsoid('grs80');
geodetic = 0:2:90;
authalic = ...
convertlat(grs80,geodetic,'geodetic','authalic','deg');
conformal = ...
convertlat(grs80,geodetic,'geodetic','conformal','deg');
geocentric = ...
convertlat(grs80,geodetic,'geodetic','geocentric','deg');
parametric = ...
convertlat(grs80,geodetic,'geodetic','parametric','deg');
rectifying = ...
convertlat(grs80,geodetic,'geodetic','rectifying','deg');
isometric = ...
convertlat(grs80,geodetic(1:end-5), ...
'geodetic','isometric','deg');
plot(geodetic, (authalic - geodetic),...
geodetic, (conformal - geodetic),...
```

# convertlat

```
geodetic, (geocentric - geodetic),...  
geodetic, (parametric - geodetic),...  
geodetic, (rectifying - geodetic),...  
geodetic(1:end-5), (isometric - geodetic(1:end-5))/200);  
title('Auxiliary Latitudes vs. Geodetic')  
xlabel('geodetic latitude, degrees')  
ylabel('departure from geodetic, degrees');  
legend('authalic','conformal','geocentric', ...  
'parametric','rectifying', 'isometric/200',...  
'Location','NorthWest');
```



**See Also**

[referenceEllipsoid](#) | [referenceSphere](#) | [oblateSpheroid](#) | [rsphere](#)

# crossfix

---

## Purpose

Cross-fix positions from bearings and ranges

## Syntax

```
[newlat,newlon] = crossfix(lat,long,az)
[newlat,newlon] = crossfix(lat,long,az_range,case)
[newlat,newlon] = crossfix(lat,long,az_range,case,drlat,drlong)
[newlat,newlon] = crossfix(lat,long,az,units)
[newlat,newlon] = crossfix(lat,long,az_range,case,units)
[newlat,newlon] =
crossfix(lat,long,az_range,drlat,drlong,units)
[newlat,newlon] = crossfix(lat,long,az_range,case,drlat,drlong,
    units)
mat = crossfix(...)
```

## Description

`[newlat,newlon] = crossfix(lat,long,az)` returns the intersection points of all pairs of great circles passing through the points given by the column vectors `lat` and `long` that have azimuths `az` at those points. The outputs are two-column matrices `newlat` and `newlon` in which each row represents the two intersections of a possible pairing of the input great circles. If there are  $n$  input objects, there will be  $n$  choose 2 pairings.

`[newlat,newlon] = crossfix(lat,long,az_range,case)` allows the input `az_range` to specify either azimuths or ranges. Where the vector `case` equals 1, the corresponding element of `az_range` is an azimuth; where `case` is 0, `az_range` is a range. The default value of `case` is a vector of ones (azimuths).

`[newlat,newlon] = crossfix(lat,long,az_range,case,drlat,drlong)` resolves the ambiguities when there is more than one intersection between two objects. The scalar-valued `drlat` and `drlong` provide the location of an estimated (dead reckoned) position. The outputs `newlat` and `newlon` are column vectors in this case, returning only the intersection closest to the estimated point. When this option is employed, if any pair of objects fails to intersect, no output is returned and the warning `No Fix` is displayed.

`[newlat,newlon] = crossfix(lat,long,az,units), [newlat,newlon] =`

`crossfix(lat, long, az_range, case, units)`, `[newlat, newlon] = crossfix(lat, long, az_range, drlat, drlong, units)`, and `[newlat, newlon] = crossfix(lat, long, az_range, case, drlat, drlong, units)` allow the specification of the angle units to be used for all angles and ranges, where *units* is any valid angle units string. The default value of *units* is 'degrees'.

`mat = crossfix(...)` returns the output in a two- or four-column matrix `mat`.

This function calculates the points of intersection between a set of objects taken in pairs. Given great circle azimuths and/or ranges from input points, the locations of the possible intersections are returned. This is different from the navigational function `navfix` in that `crossfix` uses great circle measurement, while `navfix` uses rhumb line azimuths and nautical mile distances.

## Examples

Where do the small circles defined as all points  $8^\circ$  in distance from the points  $(0^\circ, 0^\circ)$ ,  $(5^\circ\text{N}, 5^\circ\text{E})$ , and  $(0^\circ, 10^\circ\text{E})$  intersect?

```
figure('color','w');
ha = axesm('mapproj','mercator', ...
    'maplatlim',[-10 15], 'maplonlim',[-10 20],...
    'MLineLocation',2, 'PLineLocation',2);
axis off, gridm on, framem on;
mlabel on, plabel on;
latpts = [0;5;0];           % Define latitudes of three arbitrary points
lonpts = [0;5;10];         % Define longitudes of three arbitrary points
radii = [8;8;8];           % Define three radii, all 8 degrees

% Obtain intersections of imagined small circles around these points
[newlat,newlon] = crossfix(latpts,lonpts,radii,[0;0;0])

% Draw red circle markers at the given points
geoshow(latpts,lonpts,'DisplayType','point',...
    'markeredgecolor','r','markerfacecolor','r','marker','o')

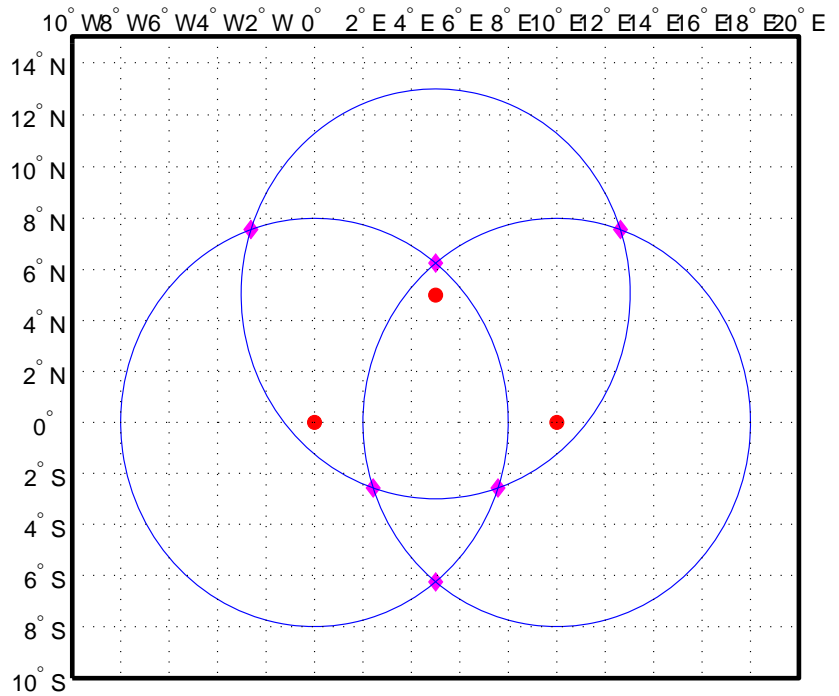
% Draw magenta diamond markers at intersection points just found
```

```
geoshow(reshape(newlat,6,1),reshape(newlon,6,1),'DisplayType','point',...
        'markeredgecolor','m','markerfacecolor','m','marker','d')

% Generate a small circle 8 deg radius for each original point
[latc1,lonc1] = scircle1(latpts(1),lonpts(1),radii(1));
[latc2,lonc2] = scircle1(latpts(2),lonpts(2),radii(2));
[latc3,lonc3] = scircle1(latpts(3),lonpts(3),radii(3));

% Plot the small circles to show the intersections are as determined
geoshow(latc1,lonc1,'DisplayType','line',...
        'color','b','linestyle','-')
geoshow(latc2,lonc2,'DisplayType','line',...
        'color','b','linestyle','-')
geoshow(latc3,lonc3,'DisplayType','line',...
        'color','b','linestyle','-')
```

The diagram shows why there are six intersections:



If a dead reckoning position is provided, say (0°,5°E), then one from each pair is returned (the closest one):

```
[newlat,newlong] = crossfix([0 5 0]',[0 5 10]',...
                             [8 8 8]',[0 0 0]',0,5)
```

```
newlat =
    -2.5744
     6.2529
    -2.5744
```

```
newlong =
     7.5770
     5.0000
```

2.4230

**See Also**

gcxgc | gcxsc | scxsc | rhxrh | polyxpoly | navfix



**Purpose**

Control vertical exaggeration in map display

**Syntax**

```
daspectm(zunits)  
daspectm(zunits,vfac)  
daspectm(zunits,vfac,lat,long)  
daspectm(zunits,vfac,lat,long,az)  
daspectm(zunits,vfac,lat,long,az,radius)
```

**Description**

`daspectm(zunits)` sets the 'DataAspectRatio' property of the map axes so that the *z*-axis is in proportion to the *x*- and *y*-projected coordinates. This permits elevation data to be displayed without vertical distortion. The string *zunits* specifies the units of the elevation data, and can be any length units recognized by `unitsratio`.

`daspectm(zunits,vfac)` sets the 'DataAspectRatio' property so that the *z*-axis is vertically exaggerated by the factor *vfac*. If omitted, the default is no vertical exaggeration.

`daspectm(zunits,vfac,lat,long)` sets the aspect ratio based on the local map scale at the specified geographic location. If omitted, the default is the center of the map limits.

`daspectm(zunits,vfac,lat,long,az)` also specifies the direction along which the scale is computed. If omitted, 90 degrees (west) is assumed.

`daspectm(zunits,vfac,lat,long,az,radius)` uses the last input to determine the radius of the sphere. *radius* can be one of the strings supported by `km2deg`, or it can be the (numerical) radius of the desired sphere in *zunits*. If omitted, the default radius of the Earth is used.

**Examples****Elevation Map with Vertical Exaggeration**

Show the elevation map of the Korean peninsula with a vertical exaggeration factor of 30.

Read data from the the Korean MAT-file.

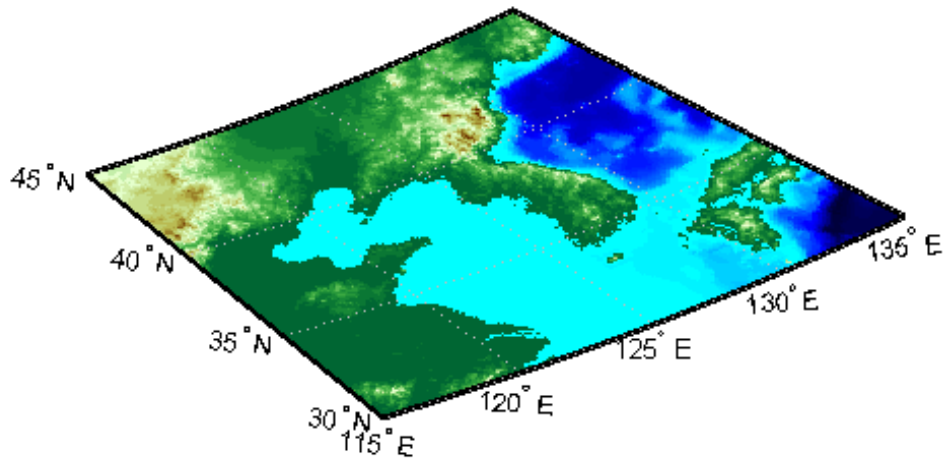
```
load korea
```

# daspectm

---

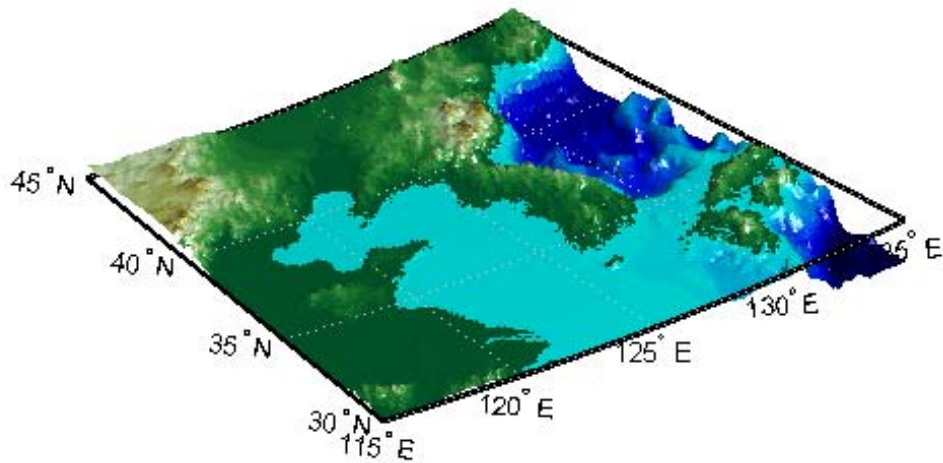
Display the data grid.

```
[latlim,lonlim] = limitm(map,refvec);  
worldmap(latlim,lonlim)  
meshm(map,refvec,size(map),map)  
demcmap(map)  
view(3)
```



Set the vertical exaggeration factor.

```
daspectm('m',30)  
tightmap  
camlight
```



## Limitations

The relationship between the vertical and horizontal coordinates holds only as long as the `geoid` or `scale factor` properties of the map axes remain unchanged. If you change the scaling between geographic coordinates and projected axes coordinates, execute `daspectm` again.

# daspectm

---

## **See Also**

daspect | paperscale

---

<b>Purpose</b>	Read selected DCW worldwide basemap data
<b>Compatibility</b>	dcwdata will be removed in a future release. The VMAP0 dataset has replaced DCW and can be accessed using vmap0data.
<b>Syntax</b>	<pre>struct = dcwdata(library,latlim,lonlim,theme,topolevel) struct = dcwdata(devicename,library,...) [struct1, struct2,...] = dcwdata(...,{topolevel1,topolevel2,...})</pre>
<b>Description</b>	<p><code>struct = dcwdata(library,latlim,lonlim,theme,topolevel)</code> reads data for the specified theme and topology level directly from the DCW CD-ROM. There are four CDs, one for each of the libraries: 'NOAMER' (North America), 'SASAUS' (Southern Asia and Australia), 'EURNASIA' (Europe and Northern Asia), and 'SOAMAFR' (South America and Africa). The desired theme is specified by a two-letter code string. A list of valid codes is displayed when an invalid code, such as '?', is entered. The region of interest can be given as a point latitude and longitude or as a region with two-element vectors of latitude and longitude limits. The units of latitude and longitude are degrees. The data covering the requested region is returned, but will include data extending to the edges of the 5-by-5 degree tiles. The result is returned as a Version 1 Mapping Toolbox display structure.</p> <p><code>struct = dcwdata(devicename,library,...)</code> specifies the logical device name of the CD-ROM for computers that do not automatically name the mounted disk.</p> <p><code>[struct1, struct2,...] = dcwdata(...,{topolevel1,topolevel2,...})</code> reads several topology levels. The levels must be specified as a cell array with the entries 'patch', 'line', 'point', or 'text'. Entering {'all'} for the topology level argument is equivalent to {'patch', 'line', 'point', 'text'}. Upon output, the data structures are returned in the output arguments by topology level in the same order as they were requested.</p>

## Background

The Digital Chart of the World (DCW) is a detailed and comprehensive source of publicly available global vector data. It was digitized from the Operational Navigation Charts (scale 1:1,000,000) and Jet Navigation Charts (1:2,000,000), compiled by the U.S. Defense Mapping Agency (DMA) along with mapping agencies in Australia, Canada, and the United Kingdom. The digitized data was published on four CD-ROMS by the DMA and is distributed by the U.S. Geological Survey (USGS).

The DCW is out of print and has been succeeded by the Vector Map Level 0 (VMAP0).

The DCW organizes data into 17 different themes, such as political/oceans (PO), drainage (DN), roads (RD), or populated places (PP). The data is further tiled into 5-by-5 degree tiles and separated by topology level (patches, lines, points, and text).

## Tips

Latitudes and longitudes use WGS84 as a horizontal datum. Elevations are in feet above mean sea level. The data set does not contain bathymetric data.

Some DCW themes do not contain all topology levels. In those cases, empty matrices are returned.

The data is tagged with strings describing the objects. Some data is provided with alternate tags in `tag2` and `tag3` fields. These alternate tags contain information that supplements the standard tag, such as the names of political entities or values of elevation. The `tag2` field generally has the actual values or codes associated with the data. If the information in the `tag2` field expands to more verbose descriptions, these are provided in the `tag3` field.

Point data for which there are descriptions of both the type and the individual names of objects is returned twice within the structure. The first set is a collection of points of the same type with appropriate tag. The second is a set of individual points with the tag 'Individual Points' and the name of the object in the `tag2` field.

Patches are broken at the tile boundaries. Setting the `EdgeColor` to 'none' and plotting the lines gives the map a normal appearance.

The DCW was published in 1992 based on data compiled some years earlier. The political boundaries do not reflect recent changes such as the dissolution of the Soviet Union, Czechoslovakia, and Yugoslavia. In some cases, the boundaries of the successor nations are present as lower level political units. A new version, called VMAP0.

For information about the format of display structures, see “Version 1 Display Structures” on page 1-184 in the reference page for displaym.

## Examples

On a Macintosh computer,

```
s = dcwdata('NOAMER',41,-69,'?', 'patch');
```

```
??? Error using ==> dcwdata
Theme not present in library NOAMER
Valid two-letter theme identifiers are:
PO: Political/Oceans
PP: Populated Places
LC: Land Cover
VG: Vegetation
RD: Roads
RR: Railroads
UT: Utilities
AE: Aeronautical
DQ: Data Quality
DN: Drainage
DS: Supplemental Drainage
HY: Hypsography
HS: Supplemental Hypsography
CL: Cultural Landmarks
OF: Ocean Features
PH: Physiography
TS: Transportation Structure
POpatch = dcwdata('NOAMER',[41 44],[-72 -69], 'PO', 'patch')
POpatch =
1x234 struct array with fields:
    type
```

```
otherproperty
tag
altitude
lat
long
tag2
tag3
```

On an MS-DOS based operating system with the CD-ROM as the 'd:' drive,

```
[RDtext,RDline] = dcwdata('d:','SAS AUS',[-48 -34],[164 180],...
    'RD',{'text','line'});
```

On a UNIX® operating system with the CD-ROM mounted as '\cdrom',

```
[POpatch,POLine,POpoint,POText] = dcwdata('\cdrom',...
    'EURASIA',-48 ,164, 'PO',{'all'});
```

## References

The format and the history of the DCW are described in reference [1] of the “Bibliography” at the end of this chapter.

## See Also

dcwgaz | dcwread | dcwrhead | displaym | extractm | mlayers |  
updategeostruct | vmap0data



- Purpose** Search DCW worldwide basemap gazette file
- Compatibility** dcwgaz will be removed in a future release. The VMAP0 dataset has replaced DCW and can be explored using vmap0ui.
- Syntax**
- ```
dcwgaz(library,object)
dcwgaz(devicename,library,object)
mtextstruc = dcwgaz(...)
[mtextstruc,mpointstruc] = dcwgaz(...)
```
- Description**
- dcwgaz(*library,object*) searches the DCW library for items beginning with the *object* string. There are four CDs, one for each of the libraries: 'NOAMER' (North America), 'SASAUS' (Southern Asia and Australia), 'EURNASIA' (Europe and Northern Asia), and 'SOAMAFR' (South America and Africa). Items that exactly match or begin with the *object* string are displayed on screen.
- dcwgaz(*devicename,library,object*) specifies the logical device name of the CD-ROM for computers that do not automatically name the mounted disk.
- mtextstruc = dcwgaz(...) displays the matched items on screen and returns a Mapping Toolbox display structure with the matches as text entries.
- [mtextstruc,mpointstruc] = dcwgaz(...) returns the matches in structures formatted both as text and as points.
- Background**
- In addition to the geographic data, the Digital Chart of the World (DCW) also includes an extensive gazette feature. The gazette is a collection of the names of geographic items mentioned in the various themes of a DCW disk. One DCW disk can contain about 10,000 to 15,000 names. This function allows you to search the gazette for names beginning with a particular string.
- Tips**
- The search is not case sensitive. Items that match are those that begin with the *object* string. Spaces are significant.

## Examples

On a Macintosh computer,

```
s = dcwgaz('EURNASIA','apatin')
```

APATIN

```
s =
    type: 'text'
  otherproperty: {1x2 cell}
    tag: 'Built up area'
  string: 'APATIN'
  altitude: []
    lat: 45.6660
    long: 18.9830
```

On a UNIX operating system with the CD-ROM mounted as '\cdrom',

```
[mtextstruc,mpointstruc] = ...
    dcwgaz('\cdrom','SOAMAFR','cape good')
```

Cape Goodenough

Cape Goodenough

Cape Goodenough

mtextstruc =

1x3 struct array with fields:

```
  type
  otherproperty
  tag
  string
  altitude
  lat
  long
```

mpointstruc =

1x3 struct array with fields:

```
  type
  otherproperty
  tag
  string
  altitude
```

lat  
long

**See Also**

[dcwdata](#) | [dcwread](#) | [dcwrhead](#) | [mlayers](#) | [updategeostruct](#)

# dcwread

---

**Purpose** Read DCW worldwide basemap file

**Compatibility** dcwread will be removed in a future release. The VMAP0 dataset has replaced DCW and can be read using vmap0read.

**Syntax**

```
dcwread(filepath,filename)
dcwread(filepath,filename,recordIDs)
dcwread(filepath,filename,recordIDs,field,varlen)
struc = dcwread(...)
[struc,field] = dcwread(...)
[struc,field,varlen] = dcwread(...)
[struc,field,varlen,description] = dcwread(...)
[struc,field,varlen,description,narrativefield] = dcwread(...)
```

**Description** dcwread reads a DCW file. The user selects the file interactively.

dcwread(*filepath*,*filename*) reads the specified file. The combination [*filepath filename*] must form a valid complete filename.

dcwread(*filepath*,*filename*,recordIDs) reads selected records or fields from the file. If recordIDs is a scalar or a vector of integers, the function returns the selected records. If recordIDs is a cell array of integers, all records of the associated fields are returned.

dcwread(*filepath*,*filename*,recordIDs,*field*,*varlen*) uses previously read field and variable-length record information to skip parsing the file header (see below).

struc = dcwread(...) returns the file contents in a structure.

[*struc*,*field*] = dcwread(...) returns the file contents and a structure describing the format of the file.

[*struc*,*field*,*varlen*] = dcwread(...) also returns a vector describing the fields that have variable-length records.

[*struc*,*field*,*varlen*,*description*] = dcwread(...) also returns a string describing the contents of the file.

[*struct*,*field*,*varlen*,*description*,*narrativefield*] =  
 dcwread(...) also returns the name of the narrative file for the  
 current file.

## Background

The Digital Chart of the World (DCW) uses binary files in a variety of formats. This function determines the format of the file and returns the contents in a structure. The field names of this structure are the same as the field names in the DCW file.

## Tips

This function reads all DCW files except index files (files with names ending in 'X'), thematic index files (files with names ending in 'TI'), and spatial index files (files with names ending in 'SI').

File separators are platform dependent. The *filepath* input must use appropriate file separators, which you can determine using the MATLAB *filesep* function.

## Examples

The following examples use the Macintosh directory system and file separators for the pathname:

```
s = dcwread('NOAMER:DCW:NOAMER:', 'GRT')
s =
    ID: 1
    DATA_TYPE: 'GEO'
    UNITS: '014'
    ELLIPSOID: 'WGS 84'
    ELLIPSOID_DETAIL: 'A=6378137,B=6356752 Meters'
    VERT_DATUM_REF: 'MEAN SEA LEVEL'
    VERT_DATUM_CODE: '015'
    SOUND_DATUM: 'MEAN SEA LEVEL'
    SOUND_DATUM_CODE: '015'
    GEO_DATUM_NAME: 'WGS 84'
    GEO_DATUM_CODE: 'WGE'
    PROJECTION_NAME: 'DECIMAL DEGREES'

s = dcwread('NOAMER:DCW:NOAMER:AE:', 'INT.VDT')
s =
```

```
5x1 struct array with fields:
    ID
    TABLE
    ATTRIBUTE
    VALUE
    DESCRIPTION
for i = 1:length(s); disp(s(i)); end
    ID: 1
        TABLE: 'AEPOINT.PFT'
        ATTRIBUTE: 'AEPTTYPE'
        VALUE: 1
        DESCRIPTION: 'Active civil'

        ID: 2
        TABLE: 'AEPOINT.PFT'
        ATTRIBUTE: 'AEPTTYPE'
        VALUE: 2
        DESCRIPTION: 'Active civil and military'
ID: 3
        TABLE: 'AEPOINT.PFT'
        ATTRIBUTE: 'AEPTTYPE'
        VALUE: 3
        DESCRIPTION: 'Active military'

        ID: 4
        TABLE: 'AEPOINT.PFT'
        ATTRIBUTE: 'AEPTTYPE'
        VALUE: 4
        DESCRIPTION: 'Other'

        ID: 5
        TABLE: 'AEPOINT.PFT'
        ATTRIBUTE: 'AEPTTYPE'
        VALUE: 5
        DESCRIPTION: 'Added from ONC when not available from DAFIF'
s = dcwread('NOAMER:DCW:NOAMER:AE:', 'AEPOINT.PFT', 1)
s =
```

```
      ID: 1
      AEPTTYPE: 4
      AEPTNAME: 'THULE AIR BASE'
      AEPTVAL: 251
      AEPTDATE: '19900502000000000000'
      AEPTICA0: '1261'
      AEPTDKEY: 'BR17652'
      TILE_ID: 94
      END_ID: 1
```

```
s = dcwread('NOAMER:DCW:NOAMER:AE:', 'AEPOINT.PFT', {1,2})
```

```
s =
```

```
4678x1 struct array with fields:
```

```
    ID
    AEPTTYPE
```

## See Also

[dcwdata](#) | [dcwgaz](#) | [dcwrhead](#)

# dcwrhead

---

|                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>       | Read DCW worldwide basemap file headers                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Compatibility</b> | dcwrhead will be removed in a future release. The VMAP0 dataset has replaced DCW and the header data can be read using vmap0rhead.                                                                                                                                                                                                                                                                                                                                                             |
| <b>Syntax</b>        | <pre>dcwrhead dcwrhead(filepath,filename) dcwrhead(filepath,filename,fid) dcwrhead(...) str = dcwrhead(...)</pre>                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Description</b>   | <p>dcwrhead allows the user to select the header file interactively.</p> <p>dcwrhead(filepath,filename) reads from the specified file. The combination [filepath filename] must form a valid complete filename.</p> <p>dcwrhead(filepath,filename,fid) reads from the already open file associated with fid.</p> <p>dcwrhead(...) with no output arguments displays the formatted header information on the screen.</p> <p>str = dcwrhead(...) returns a string containing the DCW header.</p> |
| <b>Background</b>    | The Digital Chart of the World (DCW) uses header strings in most files to document the contents and format of that file. This function reads the header string, displays a formatted version in the command window, or returns it as a string.                                                                                                                                                                                                                                                 |
| <b>Tips</b>          | <p>This function reads all DCW files except index files (files with names ending in 'X'), thematic index files (files with names ending in 'TI'), and spatial index files (files with names ending in 'SI').</p> <p>File separators are platform dependent. The <i>filepath</i> input must use appropriate file separators, which you can determine using the MATLAB filesep function.</p>                                                                                                     |



**Examples**

The following example uses the Macintosh file separators and pathname:

```
dcwrhead('NOAMER:DCW:NOAMER:AE:', 'AEPOINT.PFT')
Aeronautical Points
AEPOINT.DOC
ID=I, 1,P,Row Identifier,-,-,
AEPTTYPE=I, 1,N,Airport Type,INT.VDT,-,
AEPTNAME=T, 50,N,Airport Name,-,-,
AEPTVAL=I, 1,N,Airport Elevation Value,-,-,
AEPTDATE=D, 1,N,Aeronautical Information Date,-,-,
AEPTICAO=T, 4,N,International Civil Organization Number,-,-,
AEPTDKEY=T, 7,N,DAFIF Reference Number,-,-,
TILE_ID=S, 1,F,Tile Reference Identifier,-,AEPOINT.PTI,
END_ID=I 1,F,Entity Node Primitive Foreign Key,-,-,

s = dcwrhead('NOAMER:DCW:NOAMER:AE:', 'AEPOINT.PFT')
s =
;Aeronautical Points;AEPOINT.DOC;ID=I, 1,P,Row
Identifier,-,-,:AEPTTYPE=I, 1,N,Airport
Type,INT.VDT,-,:AEPTNAME=T, 50,N,Airport Name,-,-,:AEPTVAL=I,
1,N,Airport Elevation Value,-,-,:AEPTDATE=D, 1,N,Aeronautical
Information Date,-,-,:AEPTICAO=T, 4,N,International Civil
Organization Number,-,-,:AEPTDKEY=T, 7,N,DAFIF Reference
Number,-,-,:TILE_ID=S, 1,F,Tile Reference
Identifier,-,AEPOINT.PTI,:END_ID=I 1,F,Entity Node Primitive
Foreign Key,-,-,;
```

**See Also**

dcwdata | dcwgaz | dcwread

# defaultm

---

**Purpose** Initialize or reset map projection structure

**Syntax** `mstruct = defaultm(projid)`  
`mstruct = defaultm(mstruct)`

**Description** `mstruct = defaultm(projid)` initializes a map projection structure. The string `projid` should match one of the entries in the last column of the table displayed by the `maps` function. The output `mstruct` is a map projection structure. It is a scalar structure whose fields correspond to “Map Axes Object Properties” on page 1-51.

`mstruct = defaultm(mstruct)` checks an existing map projection structure, sets empty properties, and adjusts dependent properties. The `Origin`, `FFlatLimit`, `FLonLimit`, `MapLatLimit`, and `MapLonLimit` properties may be adjusted for compatibility with each other and with the `MapProjection` property and (in the case of UTM or UPS) the `Zone` property.

With `defaultm`, you can construct a map projection structure (`mstruct`) that contains all the information needed to project and unproject geographic coordinates using `mfwdtran`, `minvtran`, `vfwdtran`, or `vintran` without creating a map axes or making any use at all of MATLAB graphics. Relevant parameters in the `mstruct` include the projection name, angle units, zone (for UTM or UPS), origin, aspect, false easting, false northing, and (for conic projections) the standard parallel or parallels. In very rare cases you might also need to adjust the frame limit (`FFlatLimit` and `FLonLimit`) or map limit (`MapLatLimit` and `MapLonLimit`) properties.

You should make exactly two calls to `defaultm` to set up your `mstruct`, using the following sequence:

- 1 Construct a provisional version containing default values for the projection you’ve selected: `mstruct = defaultm(projection);`
- 2 Assign appropriate values to `mstruct.angleunits`, `mstruct.zone`, `mstruct.origin`, etc.

**3** Set empty properties and adjust interdependent properties as needed to finalize your map projection structure: `mstruct = defaultm(mstruct);`

If you've set field `prop1` of `mstruct` to `value1`, field `prop2` to `value2`, and so forth, then the following sequence

```
mstruct = defaultm(projection);  
mstruct.prop1 = value1;  
mstruct.prop2 = value2;  
...  
mstruct = defaultm(mstruct);
```

produces exactly the same result as the following:

```
f = figure;  
ax = axesm(projection, prop1, value1, prop2, value2, ...);  
mstruct = getm(ax);  
close(f)
```

but it avoids the use of graphics and is more efficient.

---

**Note** Angle-valued properties are in degrees by default. If you want to work in radians instead, you can make the following assignment in between your two calls to `defaultm`:

```
mstruct.angleunits = 'radians';
```

You must also use values in radians when assigning any angle-valued properties (such as `mstruct.origin`, `mstruct.parallels`, `mstruct.maplatlimit`, `mstruct.maplonlimit`, etc.).

---

See the Mapping Toolbox User's Guide section on "Working in UTM Without a Map Axes" for information and an example showing the use of `defaultm` in combination with UTM.

# defaultm

---

## Examples

Create an empty map projection structure for a Mercator projection:

```
mstruct = defaultm('mercator')

mstruct =
    mapprojection: 'mercator'
           zone: []
    angleunits: 'degrees'
           aspect: 'normal'
    falseeasting: []
    falsenorthing: []
    fixedorient: []
           geoid: [1 0]
    maplatlimit: []
    maplonlimit: []
    mapparallels: 0
           nparallels: 1
           origin: []
    scalefactor: []
           trimlat: [-86 86]
           trimlon: [-180 180]
           frame: []
           ffill: 100
    fedgecolor: [0 0 0]
    ffacecolor: 'none'
    flatlimit: []
    flinewidth: 2
    flonlimit: []
           grid: []
    galtitude: Inf
           gcolor: [0 0 0]
    glinestyle: ':'
    glinewidth: 0.5000
    mlineexception: []
           mlinefill: 100
    mlinelimit: []
    mlinelocation: []
```

```
mlinevisible: 'on'
plineexception: []
  plinefill: 100
  plinelimit: []
  plinelocation: []
  plinevisible: 'on'
  fontangle: 'normal'
  fontcolor: [0 0 0]
  fontname: 'helvetica'
  fontsize: 9
  fontunits: 'points'
  fontweight: 'normal'
  labelformat: 'compass'
  labelrotation: 'off'
  labelunits: []
  meridianlabel: []
  mlabellocation: []
  mlabelparallel: []
  mlabelround: 0
  parallellabel: []
  plabellocation: []
  plabelmeridian: []
  plabelround: 0
```

Now change the map origin to [0 90 0], and fill in default projection parameters accordingly:

```
mstruct.origin = [0 90 0];
mstruct = defaultm(mstruct)

mstruct =
  mapprojection: 'mercator'
    zone: []
    angleunits: 'degrees'
    aspect: 'normal'
  falseeasting: 0
  falsenorthing: 0
```

# defaultm

---

```
fixedorient: []
  geoid: [1 0]
  maplatlimit: [-86 86]
  maplonlimit: [-90 270]
mapparallels: 0
  nparallels: 1
  origin: [0 90 0]
scalefactor: 1
  trimlat: [-86 86]
  trimlon: [-180 180]
  frame: 'off'
  ffill: 100
fedgecolor: [0 0 0]
ffacecolor: 'none'
flatlimit: [-86 86]
flinewidth: 2
flonlimit: [-180 180]
  grid: 'off'
galtitude: Inf
  gcolor: [0 0 0]
glinestyle: ':'
glinewidth: 0.5
mlineexception: []
  mlinefill: 100
  mlinelimit: []
  mlinelocation: 30
  mlinevisible: 'on'
plineexception: []
  plinefill: 100
  plinelimit: []
  plinelocation: 15
  plinevisible: 'on'
  fontangle: 'normal'
  fontcolor: [0 0 0]
  fontname: 'Helvetica'
  fontsize: 10
  fontunits: 'points'
```

```
fontweight: 'normal'  
labelformat: 'compass'  
labelrotation: 'off'  
labelunits: 'degrees'  
meridianlabel: 'off'  
mlabellocation: 30  
mlabelparallel: 86  
mlabelround: 0  
parallellabel: 'off'  
plabellocation: 15  
plabelmeridian: -90  
plabelround: 0
```

**See Also**

`axesm` | `gcm` | `mfwdtran` | `minvtran` | `setm`

# deg2km

---

**Purpose** Convert distance from degrees to kilometers

**Syntax**

```
km = deg2km(deg)
km = deg2km(deg, radius)
km = deg2km(deg, sphere)
```

**Description** `km = deg2km(deg)` converts distances from degrees to kilometers as measured along a great circle on a sphere with a radius of 6371 km, the mean radius of the Earth.

`km = deg2km(deg, radius)` converts distances from degrees to kilometers as measured along a great circle on a sphere having the specified radius. `radius` must be in units of kilometers.

`km = deg2km(deg, sphere)` converts distances from degrees to kilometers, as measured along a great circle on a sphere approximating an object in the Solar System. `sphere` may be one of the following strings: 'sun', 'moon', 'mercury', 'venus', 'earth', 'mars', 'jupiter', 'saturn', 'uranus', 'neptune', or 'pluto', and is case-insensitive.

**See Also** `deg2nm` | `degtorad` | `deg2sm` | `km2deg` | `sm2deg`



**Purpose** Convert distance from degrees to nautical miles

**Syntax**

```
nm = deg2nm(deg)
nm = deg2nm(deg, radius)
nm = deg2nm(deg, sphere)
```

**Description**

`nm = deg2nm(deg)` converts distances from degrees to nautical miles, as measured along a great circle on a sphere with a radius of 6371 km, the mean radius of the Earth.

`nm = deg2nm(deg, radius)` converts distances from degrees to nautical miles, as measured along a great circle on a sphere having the specified radius. `radius` must be in units of nautical miles.

`nm = deg2nm(deg, sphere)` converts distances from degrees to nautical miles, as measured along a great circle on a sphere approximating an object in the Solar System. `sphere` may be one of the following strings: 'sun', 'moon', 'mercury', 'venus', 'earth', 'mars', 'jupiter', 'saturn', 'uranus', 'neptune', or 'pluto', and is case-insensitive.

**Examples** A degree of arc length is about 60 nautical miles:

```
deg2nm(1)

ans =
    60.0405
```

This is not true on Mercury, of course:

```
deg2nm(1, 'mercury')

ans =
    22.9852
```

**See Also** `degtorad` | `deg2sm` | `km2deg` | `sm2deg`

# deg2sm

---

**Purpose** Convert distance from degrees to statute miles

**Syntax**

```
sm = deg2sm(deg)
sm = deg2sm(deg, radius)
sm = deg2sm(deg, sphere)
```

**Description** `sm = deg2sm(deg)` converts distances from degrees to statute miles, as measured along a great circle on a sphere with a radius of 6371 km, the mean radius of the Earth.

`sm = deg2sm(deg, radius)` converts distances from degrees to statute miles, as measured along a great circle on a sphere having the specified radius. `radius` must be in units of statute miles.

`sm = deg2sm(deg, sphere)` converts distances from degrees to statute miles, as measured along a great circle on a sphere approximating an object in the Solar System. `sphere` may be one of the following strings: 'sun', 'moon', 'mercury', 'venus', 'earth', 'mars', 'jupiter', 'saturn', 'uranus', 'neptune', or 'pluto', and is case-insensitive.

**See Also** `deg2nm` | `deg2rad` | `km2deg` | `sm2deg`

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Convert degrees to degrees-minutes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>Syntax</b>      | DM = degrees2dm(angleInDegrees)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Description</b> | DM = degrees2dm(angleInDegrees) converts angles from values in degrees which may include a fractional part (sometimes called “decimal degrees”) to degree-minutes representation. The input should be a real-valued column vector. Given N-by-1 input, DM will be N-by-2, with one row per input angle. The first column of DM contains the “degrees” element and is integer-valued. The second column contains the “minutes” element and may have a nonzero fractional part. In any given row of DM, the sign of the first nonzero element indicates the sign of the overall angle. A positive number indicates north latitude or east longitude; a negative number indicates south latitude or west longitude. Any remaining elements in that row will have nonnegative values. |
| <b>Examples</b>    | <pre>angleInDegrees = [ 30.8457722555556; ...                   -82.0444189583333; ...                   -0.504756513888889; ...                    0.004116666666667]; dm = degrees2dm(angleInDegrees)  dm =     30.00000000000000    50.7463353333336106    -82.00000000000000     2.665137499997741      0 -30.285390833333338      0  0.2470000000000020</pre>                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>See Also</b>    | dm2degrees   degtorad   degrees2dms   radtodeg                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |

# degrees2dms

---

**Purpose** Convert degrees to degrees-minutes-seconds

**Syntax** DMS = degrees2dms(angleInDegrees)

**Description** DMS = degrees2dms(angleInDegrees) converts angles from values in degrees which may include a fractional part (sometimes called “decimal degrees”) to degree-minutes-seconds representation. The input should be a real-valued column vector. Given N-by-1 input, DMS will be N-by-3, with one row per input angle. The first column of DMS contains the “degrees” element and is integer-valued. The second column contains the “minutes” element and is integer valued. The third column contains the “seconds” element, and can have a nonzero fractional part. In any given row of DMS, the sign of the first nonzero element indicates the sign of the overall angle. A positive number indicates north latitude or east longitude; a negative number indicates south latitude or west longitude. Any remaining elements in that row will have nonnegative values.

**Examples** Convert four angles from values in degrees to degree-minutes-seconds representation.

```
format long g
angleInDegrees = [ 30.8457722555556; ...
                  -82.0444189583333; ...
                  -0.504756513888889; ...
                   0.004116666666667];
dms = degrees2dms(angleInDegrees)
```

The output appears as follows:

```
dms =
      30      50      44.7801200001663
     -82       2      39.9082499998644
       0     -30      17.1234500000003
       0       0      14.8200000000012
```

Convert angles to a string, with each angle on its own line.

```
nonnegative = all((dms >= 0),2);
hemisphere = repmat('N', size(nonnegative));
hemisphere(~nonnegative) = 'S';
absvalues = num2cell(abs(dms'));
values = [absvalues; num2cell(hemisphere')];
str = sprintf('%2.0fd%2.0fm%7.5fs%s\n', values{:})
```

The output appears as follows:

```
str =
    30d50m44.78012sN
    82d 2m39.90825sS
    0d30m17.12345sS
    0d 0m14.82000sN
```

Split the string into cells as delimited by the newline character, then return to the original values using `str2angle`.

```
newline = sprintf('\n');
C = textscan(str,'%s',-1,'delimiter',newline);
a = deal(C{:});
for k = 1:numel(a)
    str2angle(a{k})
end
```

The output appears as follows:

```
ans =
    30.8457722555556

ans =
   -82.0444189583333

ans =
   -0.504756513888889

ans =
```

# degrees2dms

---

0.00411666666666667

## See Also

[dms2degrees](#) | [degtorad](#) | [degrees2dm](#) | [radtodeg](#)

**Purpose** Convert angles from degrees to radians

**Syntax** `angleInRadians = degtorad(angleInDegrees)`

**Description** `angleInRadians = degtorad(angleInDegrees)` converts angle units from degrees to radians. This is both an angle conversion function and a distance conversion function, since arc length can be a measure of distance in either radians or degrees, provided that the radius is known.

**Examples** Show that there are  $2\pi$  radians in a full circle:

```
2*pi - degtorad(360)
```

```
ans =  
    0
```

**See Also** `fromDegrees` | `fromRadians` | `toDegrees` | `toRadians` | `radtodeg`

# demcmap

---

**Purpose** Colormaps appropriate to terrain elevation data

**Syntax**  
`demcmap(Z)`  
`demcmap(Z,ncolors)`  
`demcmap(Z,ncolors,cmapsea,cmapland)`

`demcmap('inc',Z,deltaz)`  
`demcmap('inc',Z,deltaz,cmapsea,cmapland)`

`[cmap,climits] = demcmap( ___ )`

**Description** `demcmap(Z)` sets the colormap and color axis limits based on the elevation data limits derived from input argument `Z`.

- The default colormap assigns shades of green and brown for positive elevations, and various shades of blue for negative elevation values below sea level.
- The number of colors assigned to land and to sea are in proportion to the ranges in terrain elevation and bathymetric depth and total 64 by default. The color axis limits are computed such that the interface between land and sea maps to the zero elevation contour.
- The colormap is applied to the current figure and the color axis limits are applied to the current axes.

`demcmap(Z,ncolors)` creates a colormap of length `ncolors`.

`demcmap(Z,ncolors,cmapsea,cmapland)` assigns `cmapsea` and `cmapland` to elevations below and above sea level respectively.

`demcmap('inc',Z,deltaz)` chooses number of colors and color axis limits such that each color approximately represents the increment of elevation `deltaz`.

- The literal string `'inc'` signals `demcmap` that the first argument after `Z` will be `deltaz`.



`demcmap('inc',Z,deltaz,cmapsea,cmapland)` assigns `cmapsea` and `cmapland` to elevations below and above sea level respectively.

`[cmap,climits] = demcmap( ___ )` returns colormap `cmap` and color axis limit `climits`, using any of the above syntaxes, but does not apply them to figure or axes properties.

- Even if only one output argument is specified, no change occurs to figure or axes properties.

## Input Arguments

### Z - Terrain elevation limits

vector | matrix

Terrain elevation limits specified as a vector or matrix. If `Z` is a 2 element vector, then it specifies the minimum and maximum limits of terrain elevation data; ordering is not important. If `Z` is a matrix, then it specifies an elevation grid in which positive and negative values represent points above and below sea level respectively. The above two syntaxes for `demcmap` are identical in their effect on the figure colormap and axes properties.

#### Data Types

single | double | int8 | int32 | uint8 | uint16 | uint32

### ncolors - Number of colors in colormap

64 (default) | scalar

Number of colors in the colormap specified as a scalar. It defines the number of rows `m` in the `mx3` RGB matrix of the figure colormap.

#### Data Types

double

### cmapsea,cmapland - RGB colormap matrices

matrix

- RGB colormaps specified as `mx3` arrays containing any number of rows. The two colormaps need not be equal in length. They serve as the basis set for populating the figure colormap by interpolation.

- `cmapsea` and `cmapland` replace the default colormap. The default colormap for land or sea can be retained by providing an empty matrix in place of either colormap matrix.

That part of the figure colormap assigned to negative elevations is derived from `cmapsea`; `cmapland` plays a similar role for positive elevations.

### Data Types

double

### **deltaz - Increment of elevation**

scalar

The increment of elevation specified as a scalar. The color quantization of the default or user supplied colormap is adjusted such that each discrete color approximately represents a `deltaz` increment in elevation.

### Data Types

double

## Output Arguments

### **cmap - RGB colormap**

matrix

RGB colormap returned as a matrix constructed for the figure colormap. Supply output arguments when you want to obtain the colormap and color axis limits without applying them automatically to the figure or axes properties. These properties remain unchanged even if only one output (`cmap`) is specified.

### Data Types

double

### **climits - Color axis limits**

vector

Color axis limits returned as a vector. `climits` may differ somewhat from those derived from input argument `Z` due to the quantization

which results from fitting a limited number of colors over the range limit of the elevation data.

Supply output arguments when you want to obtain the colormap and color axis limits without applying them automatically to the figure or axes.

### Data Types

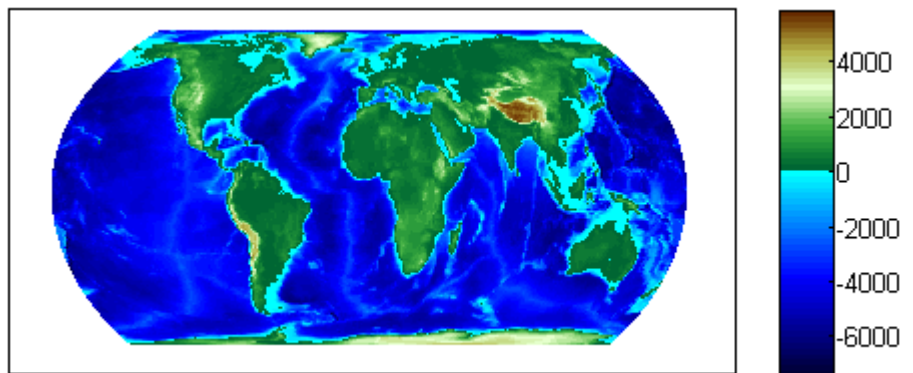
double

## Examples

### Displaying Elevation Data With Default Colormap

Explicitly determine maximum and minimum values of elevation data matrix

```
load topo
axesm hatano
meshm(topo,topolegend)
zlimits = [min(topo(:)) max(topo(:))];
demcmap(zlimits);
colorbar;
```



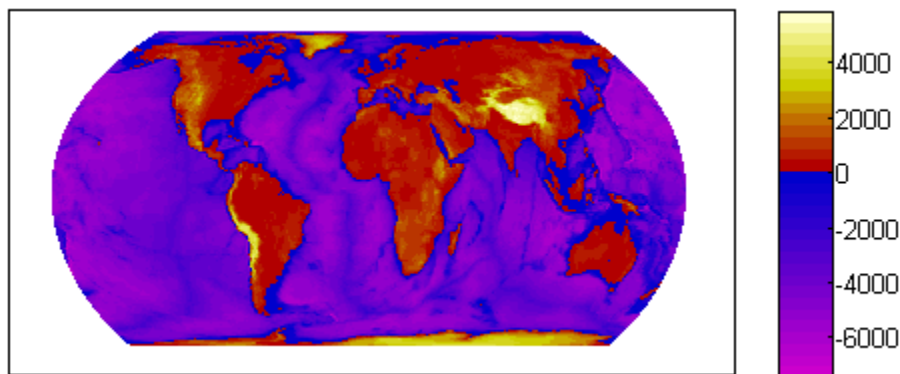
### Defining Custom Land And Sea Colormaps

Custom RGB colormaps, `cmapssea`; `cmapland`, of differing lengths are used to populate figure colormap by interpolation. The colors in each

# demcmap

colormap map to the land and sea regions of the map. Fewer colors have been specified in total than the default number of 64. demcmap determines maximum and minimum elevation data limits internally as shown in the below example when the first argument is the elevation data grid.

```
load topo % grid of elevation data
axesm hatano
meshm(topo,topolegend)
cmapsea = [.8 0 .8; 0 0 .8];
cmapland = [.7 0 0; .8 .8 0; 1 1 .8 ];
demcmap(topo,32,cmapsea,cmapland)
colorbar;
```



## Colormap in Which Each Color Approximates a User Defined Increment

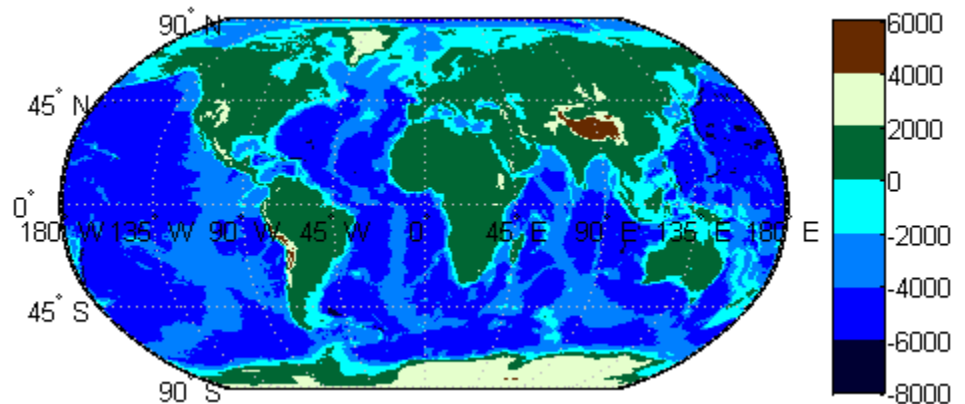
The following demcmap example controls the color quantization by choosing an optimal number of colors such that each color represents an elevation increment of approximately 2000 .

```
load topo
R = georasterref('RasterSize', size(topo),'Latlim', [-90 90], 'Lonlim', [
figure('Color','white')
```

```

worldmap('world')
geoshow(topo, R, 'DisplayType', 'texturemap')
demcmap('inc',[max(topo(:)) min(topo(:))],2000);
colorbar

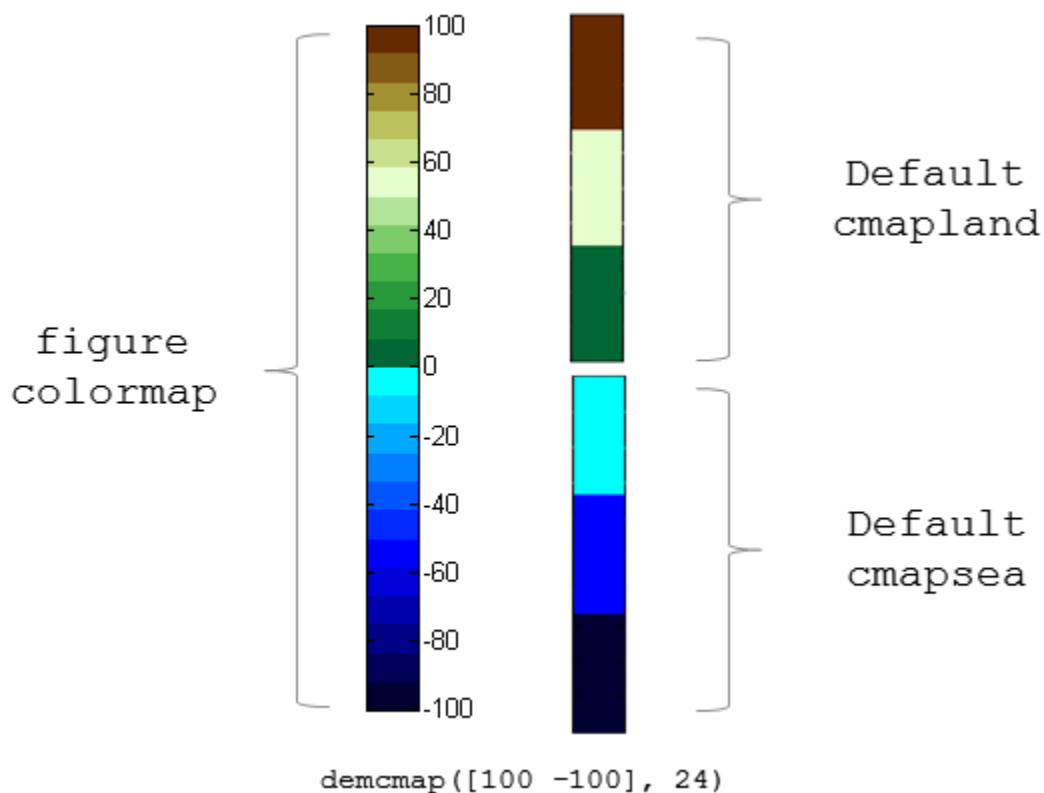
```



## Algorithms

If the elevation grid data contains both positive and negative values, then the computed colormap, `cmap`, has a "sea" partition of length `nsea` and "land" partition of length `nland`. The sum of `nsea` and `nland` equals the total number of entries in the computed colormap. The actual values of `nsea` and `nland` depend upon the number of entries and the relative range of the negative and positive limits of the elevation data. The sea partition consists of rows 1 through `nsea`, and the land partition consists of rows `nsea + 1` through `ncolors`. The sea and land partitions of the figure colormap are populated with colors interpolated from the basis RGB colormaps, `cmapsea` and `cmapland`. In the figure below, the sea and land 3x3 RGB colormaps shown are the default colors used by `demcmap` to populate the figure colormap when no user specified colormaps are provided.

# demcmap



If the elevation grid data contains only positive or negative values, then the figure colormap is derived solely from the corresponding sea or land colormap.

## See Also

[caxis](#) | [colormap](#) | [meshlrm](#) | [meshm](#) | [surf1srm](#) | [surfm](#)

## Purpose

Departure of longitudes at specified latitudes

## Syntax

```
dist = departure(long1,long2,lat)
dist = departure(long1,long2,lat,ellipsoid)
dist = departure(long1,long2,lat,units)
dist = departure(long1,long2,lat,geoid,units)
```

## Description

`dist = departure(long1,long2,lat)` computes the departure distance from `long1` to `long2` at the input latitude `lat`. Departure is the distance along a specific parallel between two meridians. The output `dist` is returned in degrees of arc length on a sphere.

`dist = departure(long1,long2,lat,ellipsoid)` computes the departure assuming that the input points lie on the ellipsoid defined by the input `ellipsoid`. `ellipsoid` is a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form `[semimajor_axis eccentricity]`.

`dist = departure(long1,long2,lat,units)` uses the input string `units` to define the angle units of the input and output data. In this form, the departure is returned as an arc length in the units specified by `units`. If `units` is omitted, 'degrees' is assumed.

`dist = departure(long1,long2,lat,geoid,units)` is a valid calling form. In this case, the departure is computed in the same units as the semimajor axes of the ellipsoid.

## Definitions

*Departure* is the distance along a parallel between two points. Whereas a degree of latitude is always the same distance, a degree of longitude is different in length at different latitudes. In practice, this distance is usually given in nautical miles.

## Examples

On a spherical Earth, the departure is proportional to the cosine of the latitude:

```
distance = departure(0, 10, 0)
```

```
distance =
```

# departure

---

```
10
```

```
distance = departure(0, 10, 60)
```

```
distance =  
5
```

When an ellipsoid is used, the result is more complicated. The distance at 60° is not exactly twice the 0° value:

```
distance = departure(0, 10, 0, referenceEllipsoid('earth', 'nm'))
```

```
distance =  
601.0772
```

```
distance = departure(0, 10, 60, referenceEllipsoid('earth', 'nm'))
```

```
distance =  
299.7819
```

## See Also

```
distance | stdm
```



**Purpose**

Display geographic data from display structure

**Syntax**

```
displaym(displaystruct)
displaym(displaystruct,str)
displaym(displaystruct,strings)
displaym(displaystruct,strings,searchmethod)
h = displaym(displaystruct)
```

**Description**

`displaym(displaystruct)` projects the data contained in the input `displaystruct`, a Version 1 Mapping Toolbox display structure, in the current axes. The current axes must be a map axes with a valid map definition. See the remarks about “Version 1 Display Structures” on page 1-184 below for details on the contents of display structures.

`displaym(displaystruct,str)` displays the vector data elements of `displaystruct` whose 'tag' fields contains strings beginning with the string `str`. Vector data elements are those whose 'type' field is either 'line' or 'patch'. The string match is case-insensitive.

`displaym(displaystruct,strings)` displays the vector data elements of `displaystruct` whose 'tag' field matches begins with one of the elements (or rows) of `strings`. `strings` is a cell array of strings (or a 2-D character array). In the case of character array, trailing blanks are stripped from each row before matching.

`displaym(displaystruct,strings,searchmethod)` controls the method used to match the values of the tag field in `displaystruct`, as follows:

- 'strmatch' — Search for matches at the beginning of the tag
- 'findstr' — Search within the tag
- 'exact' — Search for exact matches

Note that when `searchmethod` is specified the search is case-sensitive.

`h = displaym(displaystruct)` returns handles to the graphic objects created by `displaym`.

---

**Note** The type of *display structure* accepted by `displaym` is not the same as a *geographic data structure* (geostructs and mapstructs), introduced in Mapping Toolbox Version 2. Use `geoshow` or `mapshow` instead of `displaym` to display geostructs or mapstructs—created using `shaperead` and `gshhs`, for example. For more information, see “Mapping Toolbox Geographic Data Structures”.

---

## Tips

The following section documents the contents of display structures.

### Version 1 Display Structures

A display structure is a MATLAB structure array with a specific set of fields:

- A `tag` field names an individual feature or object
- A `type` field specifies a MATLAB graphics object type ('line', 'patch', 'surface', 'text', or 'light') or has the value 'regular', specifying a regular data grid
- `lat` and `long` fields contain coordinate vectors of latitudes and longitudes, respectively
- An `altitude` field contains a vector of vertical coordinate values
- A string property contains text to be displayed if `type` is 'text'
- MATLAB graphics properties are specified explicitly, on a per-feature basis, in an `otherproperty` field

The choice of options for the `type` field reveals that a display structure can contain

- Vector geodata (type is 'line' or 'patch')
- Raster geodata (type is 'surface' or 'regular')
- Graphic objects (type is 'text' or 'light')

The following table indicates which fields are used in the six types of display structures:

| Field Name    | Type 'light' | Type 'line' | Type 'patch' | Type 'regular' | Type 'surface' | Type 'text' |
|---------------|--------------|-------------|--------------|----------------|----------------|-------------|
| type          | •            | •           | •            | •              | •              | •           |
| tag           | •            | •           | •            | •              | •              | •           |
| lat           | •            | •           | •            |                | •              | •           |
| long          | •            | •           | •            |                | •              | •           |
| map           |              |             |              | •              | •              |             |
| maplegend     |              |             |              | •              |                |             |
| meshgrat      |              |             |              | •              |                |             |
| string        |              |             |              |                |                | •           |
| altitude      | •            | •           | •            | •              | •              | •           |
| otherproperty | •            | •           | •            | •              | •              | •           |

Some fields can contain empty entries, but each indicated field must exist for the objects in the struct array to be displayed correctly. For instance, the `altitude` field can be an empty matrix and the `otherproperty` field can be an empty cell array.

The `type` field must be one of the specified map object types: 'line', 'patch', 'regular', 'surface', 'text', or 'light'.

The `tag` field must be a string different from the `type` field usually containing the name or kind of map object. Its contents must not be equal to the name of the object type (i.e., line, surface, text, etc.).

The `lat`, `long`, and `altitude` fields can be scalar values, vectors, or matrices, as appropriate for the map object type.

The `map` field is a data grid. If `map` is a regular data grid, `maplegend` is its corresponding referencing vector, and `meshgrat` is a two-element vector specifying the graticule mesh size. If `map` is a geolocated data grid, `lat` and `long` are the matrices of latitude and longitude coordinates.

The `otherproperty` field is a cell array containing any additional display properties appropriate for the map object. Cell array entries can

# displaym

---

be a line specification string, such as 'r+', or property name/property value pairs, such as 'color', 'red'. If the otherproperty field is left as an empty cell array, default colors are used in the display of lines and patches based on the tag field.

---

**Note** In some cases you can use the `geoshow` function as a direct alternative to `displaym`. It accepts display structures of type `line` and `patch`.

---

## See Also

`extractm` | `geoshow` | `mapshow` | `mLayers` | `updategeostruct`

**Purpose**

Format distance strings

**Syntax**

```
str = dist2str(distin)
str = dist2str(dist,format)
str = dist2str(dist,format,units)
str = dist2str(dist,format,digits)
str = dist2str(dist,format,units,digits)
```

**Description**

`str = dist2str(distin)` converts a numerical vector of distances in kilometers, `distin`, to a string matrix. The output string matrix is useful for the display of distances.

`str = dist2str(dist,format)` uses the `format` string to specify the notation to be used for the string matrix. If blank or 'none', the result is a simple numerical representation (no indicator for positive distances, minus signs for negative distances). The only other format is 'pm' (for *plus-minus*) prefixes a + for positive distances.

`str = dist2str(dist,format,units)` defines the units in which the input distances are supplied, and which are encoded in the string matrix. Units must be one of the following: 'feet', 'kilometers', 'meters', 'nauticalmiles', 'statutemiles', 'degrees', or 'radians'. Note that statute miles are encoded as 'mi' in the string matrix, whereas in most Mapping Toolbox functions, 'mi' indicates international miles. If omitted or blank, 'kilometers' is assumed.

`str = dist2str(dist,format,digits)` or `str = dist2str(dist,format,units,digits)` uses the input `digits` to determine the number of decimal digits in the output matrix. `digits = -2` uses accuracy in the hundredths position, `digits = 0` uses accuracy in the units position. Default is `digits = -2`. For further discussion of specifying `digits`, see `roundn`.

The purpose of this function is to make distance-valued variables into strings suitable for map display.

**Examples**

Create a vector of values and convert to strings:

```
d = [-3.7 2.95 87];
```

## dist2str

---

```
str = dist2str(d, 'none', 'km')
```

```
str =  
-3.70 km  
 2.95 km  
87.00 km
```

Now change the units to nautical miles, add plus signs to positive values, and truncate to the tenths ( $10^{-1}$ ) slot:

```
str = dist2str(d, 'pm', 'nm', -1)
```

```
str =  
-3.7 nm  
+3.0 nm  
+87.0 nm
```

### See Also

[angl2str](#) | [roundn](#)

**Purpose**

Distance between points on sphere or ellipsoid

**Syntax**

```
[arclen,az] = distance(lat1,lon1,lat2,lon2)
[arclen,az] = distance(lat1,lon1,lat2,lon2,ellipsoid)
[arclen,az] = distance(lat1,lon1,lat2,lon2,units)
[arclen,az] = distance(lat1,lon1,lat2,lon2,ellipsoid,units)
[arclen,az] = distance(track,...)
[arclen,az] = distance(pt1,pt2)
[arclen,az] = distance(pt1,pt2,ellipsoid)
[arclen,az] = distance(pt1,pt,units)
[arclen,az] = distance(pt1,pt2,ellipsoid,units)
[arclen,az] = distance(track,pt1,...)
```

**Description**

`[arclen,az] = distance(lat1,lon1,lat2,lon2)` computes the lengths, `arclen`, of the great circle arcs connecting pairs of points on the surface of a sphere. In each case, the shorter (minor) arc is assumed. The function can also compute the azimuths, `az`, of the second point in each pair with respect to the first (that is, the angle at which the arc crosses the meridian containing the first point). The input latitudes and longitudes, `lat1`, `lon1`, `lat2`, `lon2`, can be scalars or arrays of equal size and must be expressed in degrees. `arclen` is expressed in degrees of arc and will have the same size as the input arrays. `az` is measured clockwise from north, in units of degrees. When given a combination of scalar and array inputs, the scalar inputs are automatically expanded to match the size of the arrays.

`[arclen,az] = distance(lat1,lon1,lat2,lon2,ellipsoid)` computes geodesic arc length and azimuth assuming that the points lie on the reference ellipsoid defined by the input `ellipsoid`. `ellipsoid` is a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form `[semimajor_axis eccentricity]`. The output, `arclen`, is expressed in the same length units as the semimajor axis of the ellipsoid.

`[arclen,az] = distance(lat1,lon1,lat2,lon2,units)` uses the input string `units` to define the angle unit of the outputs `arclen` and `az` and the input latitude-longitude coordinates. `units` may equal `'degrees'` (the default value) or `'radians'`.

# distance

---

`[arclen,az] = distance(lat1,lon1,lat2,lon2,ellipsoid,units)` uses the `units` string to specify the units of the latitude-longitude coordinates, but the output range has the same units as the semimajor axis of the ellipsoid.

`[arclen,az] = distance(track,...)` uses the input string `track` to specify either a great circle/geodesic or a rhumb line arc. If `track` equals `'gc'` (the default value), then great circle distances are computed on a sphere and geodesic distances are computed on an ellipsoid. If `track` equals `'rh'`, then rhumb line distances are computed on either a sphere or ellipsoid.

`[arclen,az] = distance(pt1,pt2)` accepts  $N$ -by-2 coordinate arrays `pt1` and `pt2` such that `pt1 = [lat1 lon1]` and `pt2 = [lat2 lon2]`, where `lat1`, `lon1`, `lat2`, and `lon2` are column vectors. It is equivalent to `arclen = distance(pt1(:,1),pt1(:,2),pt2(:,1),pt2(:,2))`.

`[arclen,az] = distance(pt1,pt2,ellipsoid),`

`[arclen,az] = distance(pt1,pt,units),`

`[arclen,az] = distance(pt1,pt2,ellipsoid,units),` and

`[arclen,az] = distance(track,pt1,...)` are all valid calling forms.

## Examples

Using `pt1,pt2` notation, find the distance from Norfolk, Virginia (37°N, 76°W), to Cape St. Vincent, Portugal (37°N, 9°W), just outside the Straits of Gibraltar. The distance between these two points depends upon the `track` string selected.

```
arclen = distance('gc',[37,-76],[37,-9])
```

```
arclen =  
    52.3094
```

```
arclen = distance('rh',[37,-76],[37,-9])
```

```
arclen =  
    53.5086
```



The difference between these two tracks is 1.1992 degrees, or about 72 nautical miles. This represents about 2% of the total trip distance. The trade-off is that at the cost of those 72 miles, the entire trip can be made on a rhumb line with a fixed course of 90°, due east, while in order to follow the shorter great circle path, the course must be changed continuously.

On a meridian and on the Equator, great circles and rhumb lines coincide, so the distances are the same. For example,

```
% Great circle distance
arclen = distance(37, -76, 67, -76)

arclen =
    30.0000

% Rhumb line distance
arclen = distance('rh', 37, -76, 67, -76)

arclen =
    30.0000
```

The distances are the same, 30°, or about 1800 nautical miles. (There are about 60 nautical miles in a degree of arc length.)

## Algorithms

Distance calculations for geodesics degrade slowly with increasing distance and may break down for points that are nearly antipodal, as well as when both points are very close to the Equator. In addition, for calculations on an ellipsoid, there is a small but finite input space, consisting of pairs of locations in which both the points are nearly antipodal *and* both points fall close to (but not precisely on) the Equator. In this case, a warning is issued and both `arclen` and `az` are set to NaN for the “problem pairs.”

## Alternatives

Distance between two points can be calculated in two ways. For great circles (on the sphere) and geodesics (on the ellipsoid), the distance is the shortest surface distance between two points. For rhumb lines, the

# distance

---

distance is measured along the rhumb line passing through the two points, which is not, in general, the shortest surface distance between them.

When you need to compute both distance and azimuth for the same point pair(s), it is more efficient to do so with a single call to distance. That is, use

```
[arclen az] = distance(...);
```

rather than the slower

```
arclen = distance(...)  
az = azimuth(...)
```

To express the output `arclen` as an arc length in either degrees or radians, omit the `ellipsoid` argument. This is possible only on a sphere. If `ellipsoid` is supplied, `arclen` is a distance expressed in the same units as the semimajor axis of the ellipsoid. Specify `ellipsoid` as `[R 0]` to compute `arclen` as a distance on a sphere of radius `R`, with `arclen` having the same units as `R`.

## See Also

`referenceEllipsoid` | `referenceSphere` | `oblateSpheroid` | `azimuth`  
| `elevation` | `reckon` | `track` | `track1` | `track2` | `trackg`

## How To

- “Great Circles, Rhumb Lines, and Small Circles”

## Purpose

Distortion parameters for map projections

## Syntax

```
areascale = distortcalc(lat,long)
areascale = distortcalc(mstruct,lat,long)
[areascale,angdef,maxscale,minscale,merscale,
 parscale] = distortcalc(...)
```

## Description

`areascale = distortcalc(lat,long)` computes the area distortion for the current map projection at the specified geographic location. An area scale of 1 indicates no scale distortion. Latitude and longitude can be scalars, vectors, or matrices in the angle units of the defined map projection.

`areascale = distortcalc(mstruct,lat,long)` uses the projection defined in the map structure `mstruct`.

`[areascale,angdef,maxscale,minscale,merscale, parscale] = distortcalc(...)` computes the area scale, maximum angular deformation of right angles (in the angle units of the defined projection), the particular maximum and minimum scale distortions in any direction, and the particular scale along the meridian and parallel. You can also call `distortcalc` with fewer output arguments, in the order shown.

## Background

Map projections inevitably introduce distortions in the shapes and sizes of objects as they are transformed from three-dimensional spherical coordinates to two-dimensional Cartesian coordinates. The amount and type of distortion vary between projections, over the projection, and with the selection of projection parameters such as standard parallels. This function allows a quantitative evaluation of distortion parameters.

## Examples

At the equator, the Mercator projection is free of both area and angular distortion:

```
axesm mercator
[areascale,angdef] = distortcalc(0,0)
```

# distortcalc

---

```
areascale =  
    1.0000  
angdef =  
    8.5377e-007
```

At 60 degrees north, objects are shown at 400% of their true area. The projection is conformal, so angular distortion is still zero.

```
[areascale,angdef] = distortcalc(60,0)
```

```
areascale =  
    4.0000  
angdef =  
    4.9720e-004
```

## Tips

This function uses a finite difference technique. The geographic coordinates are perturbed slightly in different directions and projected. A small amount of error is introduced by numerical computation of derivatives and the variation of map distortion parameters.

## See Also

`mdistort` | `tissot`

**Purpose**

Convert length units

**Syntax**

```
distOut = distdim(distIn,from,to)
distOut = distdim(distIn,from,to,radius)
distOut = distdim(distIn,from,to,sphere)
```

---

**Note** `distdim` has been replaced by `unitsratio`, but will be maintained for backward compatibility. See “Replacing `distdim`” on page 1-197 for details.

---

**Description**

`distOut = distdim(distIn,from,to)` converts `distIn` from the units specified by the string `from` to the units specified by the string `to`. `from` and `to` are case-insensitive, and may equal any of the following:

```
'meters' or 'm'
'feet' or 'ft'           U.S. survey feet
'kilometers' or 'km'
'nauticalmiles' or 'nm'
'miles', 'statutemiles', 'mi', or 'sm'  Statute miles
'degrees' or 'deg'
'radians' or 'rad'
```

If either `from` or `to` indicates angular units ('degrees' or 'radians'), the conversion to or from linear distance is made along a great circle arc on a sphere with a radius of 6371 km, the mean radius of the Earth.

`distOut = distdim(distIn,from,to,radius)`, where one of the unit strings, either `from` or `to`, indicates angular units and the other unit string indicates length units, uses a great circle arc on a sphere of the given radius. The specified length units must apply to `radius` as well as to the input distance (when `from` indicates length) or output distance (when `to` indicates length). If neither `from` nor `to` indicates angular units, or if both do, then the value of `radius` is ignored.

`distOut = distdim(distIn, from, to, sphere)`, where either *from* or *to* indicates angular units, uses a great circle arc on a sphere approximating a body in the Solar System. *sphere* may be one of the following strings: 'sun', 'moon', 'mercury', 'venus', 'earth', 'mars', 'jupiter', 'saturn', 'uranus', 'neptune', or 'pluto', and is case-insensitive. If neither *to* nor *from* is angular, *sphere* is ignored.

## Tips

### Arc Lengths of Angles Not Constant

Distance is expressed in one of two general forms: as a linear measure in some unit (kilometers, miles, etc.) or as angular arc length (degrees or radians). While the use of linear units is generally understood, angular arc length is not always as clear. The conversion from angular units to linear units for the arc along any circle is the angle in radians multiplied by the radius of the circle. On the sphere, this means that radians of latitude are directly translatable to kilometers, say, by multiplying by the radius of the Earth in kilometers (about 6,371 km). However, the linear distance associated with radians of longitude changes with latitude; the radius in question is then not the radius of the Earth, but the (chord) radius of the small circle defining that parallel. The angle in radians or degrees associated with any distance is the arc length of a great circle passing through the points of interest. Therefore, the radius in question always refers to the radius of the relevant sphere, consistent with the distance function.

### Exercise Caution with 'feet' and 'miles'

*Exercise caution with 'feet' and 'miles'.* `distdim` interprets 'feet' and 'ft' as U.S. survey feet, and does not support international feet at all. In contrast, `unitsratio` follows the opposite, and more standard approach, interpreting both 'feet' and 'ft' as international feet. `unitsratio` provides separate options, including 'surveyfeet' and 'sf', to indicate survey feet. By definition, one international foot is exactly 0.3048 meters and one U.S. survey foot is exactly 1200/3937 meters. For many applications, the difference is significant. Most projected coordinate systems use either the meter or the survey foot as a standard unit. International feet are less likely to be used, but do occur sometimes. Likewise, `distdim` interprets 'miles' and 'mi' as

statute miles (also known as U.S. survey miles), and does not support international miles at all. By definition, one international mile is 5,280 international feet and one statute mile is 5,280 survey feet. You can evaluate:

```
unitsratio('millimeter','statute mile') - ...
    unitsratio('millimeter','mile')
```

to see that the difference between a statute mile and an international mile is just over three millimeters. This may seem like a very small amount over the length of a single mile, but mixing up these units could result in a significant error over a sufficiently long baseline. Originally, the behavior of `distdim` with respect to `'miles'` and `'mi'` was documented only indirectly, via the now-obsolete `unitstr` function. As with feet, `unitsratio` takes a more standard approach. `unitsratio` interprets `'miles'` and `'mi'` as international miles, and `'statute miles'` and `'sm'` as statute miles. (`unitsratio` accepts several other strings for each of these units; see the `unitsratio` help for further information.)

### Replacing `distdim`

If both *from* and *to* are known at the time of coding, then you may be able to replace `distdim` with a direct conversion utility, as in the following examples:

|                                                 |                                     |
|-------------------------------------------------|-------------------------------------|
| <code>distdim(dist, 'nm', 'km')</code>          | <code>⇒ nm2km(dist)</code>          |
| <code>distdim(dist, 'sm', 'deg')</code>         | <code>⇒ sm2deg(dist)</code>         |
| <code>distdim(dist, 'rad', 'km', 'moon')</code> | <code>⇒ rad2km(dist, 'moon')</code> |

If there is no appropriate direct conversion utility, or you won't know the value of *from* and/or *to* until run time, you can generally replace

```
distdim(dist, FROM, TO)
```

with

```
unitsratio(TO, FROM) * dist
```

If you are using units of feet or miles, see the cautionary note above about how they are interpreted. For example, with `distIn` in meters and `distOut` in survey feet, `distOut = distdim(distIn, 'meters', 'feet')` should be replaced with `distOut = unitsratio('survey feet', 'meters') * distIn`. Saving a multiplicative factor computed with `unitsratio` and using it to convert in a separate step can make code cleaner and more efficient than using `distdim`. For example, replace

```
dist1_meters = distdim(dist1_nm, 'nm', 'meters');  
dist2_meters = distdim(dist2_nm, 'nm', 'meters');
```

with

```
metersPerNM = unitsratio('meters', 'nm');  
dist1_meters = metersPerNM * dist1_nm;  
dist2_meters = metersPerNM * dist2_nm;
```

`unitsratio` does not perform great-circle conversion between units of length and angle, but it can be easily combined with other functions to do so. For example, to convert degrees to meters along a great-circle arc on a sphere approximating the planet Mars, you could replace

```
distdim(dist, 'degrees', 'meters', 'mars')
```

with

```
unitsratio('meters', 'km') * deg2km(dist, 'mars')
```

## Examples

Convert 100 kilometers to nautical miles:

```
distkm = 100
```

```
distkm =
```



100

```
distnm = distdim(distkm, 'kilometers', 'nauticalmiles')
```

```
distnm =  
    53.9957
```

A degree of arc length is about 60 nautical miles:

```
distnm = distdim(1, 'deg', 'nm')
```

```
distnm =  
    60.0405
```

This is not accidental. It is the original definition of the nautical mile. Naturally, this assumption does not hold on other planets:

```
distnm = distdim(1, 'deg', 'nm', 'mars')
```

```
distnm =  
    31.9474
```

## See Also

deg2km | deg2nm | deg2sm | km2deg | km2nm | km2rad | km2sm | nm2deg  
| nm2km | nm2rad | nm2sm | rad2km | rad2nm | rad2sm | sm2deg |  
sm2km | sm2nm | sm2rad | unitsratio

# dm2degrees

---

**Purpose** Convert degrees-minutes to degrees

**Syntax** `angleInDegrees = dm2degrees(DM)`

**Description** `angleInDegrees = dm2degrees(DM)` converts angles from degree-minutes representation to values in degrees which may include a fractional part (sometimes called “decimal degrees”). `DM` should be `N`-by-2 and real-valued, with one row per angle. The output will be an `N`-by-1 column vector whose  $k^{\text{th}}$  element corresponds to the  $k^{\text{th}}$  row of `DM`. The first column of `DM` contains the “degrees” element and should be integer-valued. The second column contains the “minutes” element and may have a fractional part. For an angle that is positive (north latitude or east longitude) or equal to zero, all elements in the row need to be nonnegative. For a negative angle (south latitude or west longitude), the first nonzero element in the row should be negative and the remaining value, if any, should be nonzero. Thus, for an input row with value `[D M]`, with integer-valued `D` and real `M`, the output value will be

$$\text{SGN} * (\text{abs}(D) + \text{abs}(M) / 60)$$

where `SGN` is 1 if `D` and `M` are both nonnegative and -1 if the first nonzero element of `[D M]` is negative (an error results if a nonzero `D` is followed by a negative `M`). Any fractional parts in the first (degrees) columns of `DM` are ignored. An error results unless the absolute values of all elements in the second (minutes) column are less than 60.

## Examples

```
dm = [ ...
      30 44.78012; ...
      -82 39.90825; ...
      0 -17.12345; ...
      0 14.82000];
format long g
angleInDegrees = dm2degrees(dm)

angleInDegrees =
      30.7463353333333
     -82.6651375
```

```
-0.2853908333333333  
0.247
```

**See Also**

[degrees2dm](#) | [degtorad](#) | [dms2degrees](#) | [str2angle](#)

# dms2degrees

---

**Purpose** Convert degrees-minutes-seconds to degrees

**Syntax** `angleInDegrees = dms2degrees(DMS)`

**Description** `angleInDegrees = dms2degrees(DMS)` converts angles from degree-minutes-seconds representation to values in degrees which may include a fractional part (sometimes called “decimal degrees”). DMS should be N-by-3 and real-valued, with one row per angle. The output will be an N-by-1 column vector whose  $k^{\text{th}}$  element corresponds to the  $k^{\text{th}}$  row of DMS. The first column of DMS contains the “degrees” element and should be integer-valued. The second column contains the “minutes” element and should be integer-valued. The third column contains the “seconds” element and may have a fractional part. For an angle that is positive (north latitude or east longitude) or equal to zero, all elements in the row need to be nonnegative. For a negative angle (south latitude or west longitude), the first nonzero element in the row should be negative and the remaining values should be positive. Thus, for an input row with value `[D M S]`, with integer-valued D and M, and real D, M, and S, the output value will be

$$\text{SGN} * (\text{abs}(D) + \text{abs}(M)/60 + \text{abs}(S)/3600)$$

where `SGN` is 1 if D, M, and S are all nonnegative and -1 if the first nonzero element of `[D M S]` is negative (an error results if a nonzero element is followed by a negative element). Any fractional parts in the first (degrees) and second (minutes) columns of DMS are ignored. An error results unless the absolute values of all elements in the second (minutes) and third (seconds) columns are less than 60.

## Examples

```
dms = [ ...
        30  50 44.78012; ...
       -82   2 39.90825; ...
         0 -30 17.12345; ...
         0   0 14.82000];
format long g
angleInDegrees = dms2degrees(dms)
```

```
angleInDegrees =  
    30.8457722555556  
    -82.0444189583333  
    -0.504756513888889  
    0.00411666666666667
```

## See Also

[degrees2dm](#) | [degtorad](#) | [dm2degrees](#) | [str2angle](#)

# dreckon

---

## Purpose

Dead reckoning positions for track

## Syntax

```
[drlat,drlong,dertime] = dreckon(waypoints,time,speed)
[drlat,drlong,dertime] = dreckon (waypoints,time,speed,spdtimes)
```

## Description

[drlat,drlong,dertime] = dreckon(waypoints,time,speed) returns the positions and times of required dead reckoning (DR) points for the input track that starts at the input time. The track should be in navigational track format (two columns, latitude then longitude, in order of traversal). These waypoints are the starting and ending points of each leg of the track. There is one fewer track leg than waypoints, as the last point included is the end of the track. In navigation, the first waypoint would be a navigational fix, taken at time. The speed input can be a scalar, in which case a constant speed is used throughout, or it can be a vector in which one speed is given for each track leg (that is, speed changes coincide with course changes).

```
[drlat,drlong,dertime] = dreckon
(waypoints,time,speed,spdtimes) allows speed changes to occur
independent of course changes. The elements of the speed vector must
have a one-to-one correspondence with the elements of the spdtimes
vector. This latter variable consists of the time interval after time at
which each speed order ends. For example, if time is 6.75, and the first
element of spdtimes is 1.35, then the first speed element is in effect
from 6.75 to 8.1 hours. When this syntax is used, the last output DR is
the earlier of the final spdtimes time or the final waypoints point.
```

## Background

This is a navigational function. It assumes that all latitudes and longitudes are in degrees, all distances are in nautical miles, all times are in hours, and all speeds are in knots, that is, nautical miles per hour.

Dead reckoning is an estimation of position at various times based on courses, speeds, and times elapsed from the last certain position, or fix. In navigational practice, a dead reckoning position, or DR, must be plotted at every course change, every speed change, and at every hour, on the hour. Navigators also DR at other times that are not relevant to this function.

Often in practice, when two events occur that require DRs within a very short time, only one DR is generated. This function mimics that practice by setting a tolerance of 3 minutes (0.05 hours). No two DRs will fall closer than that.

Refer to “Navigation” in the *Mapping Toolbox Guide* for further information.

## Examples

Assume that a navigator gets a fix at noon, 1200Z, which is (10.3°N, 34.67°W). He’s in a hurry to make a 1330Z rendezvous with another ship at (9.9°N, 34.5°W), so he plans on a speed of 25 knots. After the rendezvous, both ships head for (0°, 37°W). The engineer wants to take an engine off line for maintenance at 1430Z, so at that time, speed must be reduced to 15 knots. At 1530Z, the maintenance will be done. Determine the DR points up to the end of the maintenance.

```
waypoints = [10.1 -34.6; 9.9 -34.5; 0 -37]

waypoints =
    10.1000  -34.6000    % Fix at noon
     9.9000  -34.5000    % Rendezvous point
     0      -37.0000    % Ultimate destination

speed = [25; 15];
spdtimes = [2.5; 3.5];    % Elapsed times after fix
noon = 12;
[drlat,drlong,drtime] = dreckon(waypoints,noon,speed,spdtimes);
[drlat,drlong,drtime]

ans =
    9.8999  -34.4999   12.5354    % Course change at waypoint
    9.7121  -34.5478   13.0000    % On the hour
    9.3080  -34.6508   14.0000    % On the hour
    9.1060  -34.7022   14.5000    % Speed change to 15 kts
    8.9847  -34.7330   15.0000    % On the hour
    8.8635  -34.7639   15.5000    % Stop at final spdtime, last
    % waypoint has not been reached
```

# dreckon

---

## **See Also**

legs | navfix | track



|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Heading to correct for wind or current drift                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Syntax</b>      | <pre>heading = drifcorr(course,airspeed,windfrom,windspeed) [heading,groundspeed,windcorrangle] = drifcorr(...)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Description</b> | <p>heading = drifcorr(course,airspeed,windfrom,windspeed) computes the heading that corrects for drift due to wind (for aircraft) or current (for watercraft). course is the desired direction of movement (in degrees), airspeed is the speed of the vehicle relative to the moving air or water mass, windfrom is the direction facing into the wind or current (in degrees), and windspeed is the speed of the wind or current (in the same units as airspeed).</p> <p>[heading,groundspeed,windcorrangle] = drifcorr(...) also returns the ground speed and wind correction angle. The wind correction angle is positive to the right, and negative to the left.</p> |
| <b>Examples</b>    | <p>An aircraft cruising at a speed of 160 knots plans to fly to an airport due north of its current position. If the wind is blowing from 310 degrees at 45 knots, what heading should the aircraft fly to remain on course?</p> <pre>course=0; airspeed=160;windfrom=310; windspeed = 45; [heading,groundspeed,windcorrangle] = drifcorr(course,airspeed,windfrom,windspeed)  heading =      347.56  groundspeed =      127.32  windcorrangle =     -12.442</pre>                                                                                                                                                                                                       |

# driftcorr

---

The required heading is 348 degrees, which amounts to a wind correction angle of 12 degrees to the left of course. The headwind component reduces the aircraft's ground speed to 127 knots.

## See Also

`driftvel`

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|--------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Wind or current from heading, course, and speeds                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Syntax</b>      | <code>[windfrom,windspeed] = driftvel (course,groundspeed,heading,airspeed)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Description</b> | <code>[windfrom,windspeed] = driftvel (course,groundspeed,heading,airspeed)</code> computes the wind (for aircraft) or current (for watercraft) from course, heading, and speeds. <code>course</code> and <code>groundspeed</code> are the direction and speed of movement relative to the ground (in degrees), <code>heading</code> is the direction in which the vehicle is steered, and <code>airspeed</code> is the speed of the vehicle relative to the air mass or water. The output <code>windfrom</code> is the direction facing into the wind or current (in degrees), and <code>windspeed</code> is the speed of the wind or current (in the same units as <code>airspeed</code> and <code>groundspeed</code> ). |
| <b>Examples</b>    | <p>An aircraft is cruising at a true air speed of 160 knots and a heading of 10 degrees. From the Global Positioning System (GPS) receiver, the pilot determines that the aircraft is progressing over the ground at 155 knots in a northerly direction. What is the wind aloft?</p> <pre>course = 0; groundspeed = 155; heading = 10; airspeed = 160; [windfrom,windspeed] = driftvel(course,groundspeed,heading,airspeed)  windfrom =     84.717  windspeed =     27.902</pre> <p>The wind is blowing from the right, 085 degrees at 28 knots.</p>                                                                                                                                                                       |
| <b>See Also</b>    | <code>driftcorr</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |

## Purpose

Read U.S. Department of Defense Digital Terrain Elevation Data (DTED)

## Syntax

```
[Z, refvec] = dted
[Z, refvec] = dted(filename)
[Z, refvec] = dted(filename, samplefactor)
[Z, refvec] = dted(filename, samplefactor, latlim, lonlim)
[Z, refvec] = dted(foldername, samplefactor, latlim, lonlim)
[Z, refvec, UHL, DSI, ACC] = dted(...)
```

## Description

`[Z, refvec] = dted` returns all of the elevation data in a DTED file as a regular data grid, `Z`, with elevations in meters. The file is selected interactively. This function reads the DTED elevation files, which generally have filenames ending in `.dtN`, where `N` is 0,1,2,3,... `refvec` is the associated three-element referencing vector that geolocates `Z`.

`[Z, refvec] = dted(filename)` returns all of the elevation data in the specified DTED file. The file must be found on the MATLAB path. If not found, the file may be selected interactively.

`[Z, refvec] = dted(filename, samplefactor)` subsamples data from the specified DTED file. `samplefactor` is a scalar integer. When `samplefactor` is 1 (the default), DTED reads the data at its full resolution. When `samplefactor` is an integer `n` greater than one, every `n`th point is read.

`[Z, refvec] = dted(filename, samplefactor, latlim, lonlim)` reads the data for the part of the DTED file within the latitude and longitude limits. The limits must be two-element vectors in units of degrees.

`[Z, refvec] = dted(foldername, samplefactor, latlim, lonlim)` reads and concatenates data from multiple files within a DTED CD-ROM or folder structure. The `foldername` input is a string with the name of a folder containing the DTED folder. Within the DTED folder are subfolders for each degree of longitude, each of which contain files for each degree of latitude. For DTED CD-ROMs, `foldername` is the device name of the CD-ROM drive.

[Z, refvec, UHL, DSI, ACC] = dted(...) returns structures containing the DTED User Header Label (UHL), Data Set Identification (DSI) and Accuracy metadata records.

## Background

The U. S. Department of Defense, through the National Geospatial Intelligence Agency, produces several kinds of digital cartographic data. One is digital elevation data, in a series called DTED, for Defense Digital Terrain Elevation Data. The data is available as 1-by-1 degree quadrangles at horizontal resolutions ranging from about 1 kilometer to 1 meter. The lowest resolution data is available to the public. Certain higher resolution data is restricted to the U.S. Department of Defense and its contractors.

DTED Level 0 files have 121-by-121 points. DTED Level 1 files have 1201-by-1201. The edges of adjacent tiles have redundant records. Maps extend a half a cell outside the requested map limits. The 1 kilometer data and some higher-resolution data is available online, as are product specifications and documentation. DTED files are binary. No line ending conversion or byte-swapping is required when downloading a DTED file.

## Tips

### Latitude-Dependent Sampling

In DTED files north of 50° North and south of 50° South, where the meridians have converged significantly relative to the equator, the longitude sampling interval is reduced to half of the latitude sampling interval. In order to retain square output cells, this function reduces the latitude sampling to match the longitude sampling. For example, it will return a 121-by-121 elevation grid for a DTED file covering from 49 to 50 degrees north, but a 61-by-61 grid for a file covering from 50 to 51 degrees north. When you supply a folder name instead of a file name, and `latlim` spans either 50° North or 50° South, an error results.

### Snapping Latitude and Longitude Limits

If you call `dted` specifying arbitrary latitude-longitude limits for a region of interest, the grid and referencing vector returned will not exactly honor the limits you specified unless they fall precisely on grid cell boundaries. Because grid cells are discrete and cannot be arbitrarily

divided, the data grid returned will include all areas between your latitude-longitude limits and the next row or column of cells, potentially in all four directions.

## Data Sources and Information

DTED files contain digital elevation maps covering 1-by-1-degree quadrangles at horizontal resolutions ranging from about 1 kilometer to 1 meter. For details on locating DTED for download over the Internet, see the following documentation at the MathWorks Web site: “Finding Geospatial Data”.

## Null Data Values

Some DTED Level 1 and higher data tiles contain null data cells, coded with value -32767. When encountered, these null data values are converted to NaN.

## Nonconforming Data Encoding

DTED files from some sources may depart from the specification by using two’s complement encoding for binary elevation files instead of “sign-bit” encoding. This difference affects the decoding of negative values, and incorrect decoding usually leads to nonsensical elevations.

Thus, if the DTED function determines that all the (nonnull) negative values in a file would otherwise be less than -12,000 meters, it issues a warning and assumes two’s complement encoding.

## Examples

```
[Z,refvec] = dted('n38.dt0');  
[Z,refvec,UHL,DSI,ACC] = dted('n38.dt0',1,[38.5 38.8],...  
    [-76.8 -76.6]);  
[Z,refvec,UHL,DSI,ACC] = dted('f:',1,[38.5 38.8],...  
    [-76.8 -76.6]);
```

## See Also

usgsdem | gtopo30 | tbase | etopo

---

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | DTED filenames for latitude-longitude quadrangle                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Syntax</b>      | <pre>fname = dteds(latlim,lonlim) fname = dteds(latlim,lonlim,level)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>Description</b> | <p>fname = dteds(latlim,lonlim) returns Level 0 DTED file names (folder and name) required to cover the geographic region specified by latlim and lonlim.</p> <p>fname = dteds(latlim,lonlim,level) controls the level for which the file names are generated. Valid inputs for the level of the DTED files include 0, 1, or 2.</p>                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Background</b>  | <p>The U. S. Department of Defense produces several kinds of digital cartographic data. One is digital elevation data, in a series called DTED, for Defense Digital Terrain Elevation Data. The data is available as 1-by-1 degree quadrangles at horizontal resolutions ranging from about 1 kilometer to 1 meter. The lowest resolution data is available to the public. Higher resolution data is restricted to the U.S. Department of Defense and its contractors.</p> <p>Determining the files needed to cover a particular region requires knowledge of the DTED database naming conventions. This function constructs the file names for a given geographic region based on these conventions.</p> |
| <b>Examples</b>    | <p>Which files are needed for Cape Cod?</p> <pre>latlim = [ 41.15 42.22]; lonlim = [-70.94 -69.68]; dteds(latlim,lonlim,1)  ans =     '\DTED\W071\N41.dt1'     '\DTED\W070\N41.dt1'     '\DTED\W071\N42.dt1'     '\DTED\W070\N42.dt1'</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>See Also</b>    | dted                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

# earthRadius

---

**Purpose** Mean radius of planet Earth

**Syntax** R = earthRadius  
R = earthRadius(lengthUnit)

**Description** R = earthRadius returns the scalar value 6371000, the mean radius of the Earth in meters.

R = earthRadius(lengthUnit) returns the mean radius of the Earth using the specified unit of length. The lengthUnit input may be any string accepted by the validateLengthUnit function.

**Examples**

```
earthRadius           % Returns 6371000  
earthRadius('meters') % Returns 6371000  
earthRadius('km')    % Returns 6371
```

**See Also** unitsratio | validateLengthUnit



## Purpose

Wrap longitudes to values east of specified meridian

---

**Note** The `eastof` function is obsolete and will be removed in a future release of Mapping Toolbox software. Replace it with the following calls, which are also more efficient:

```
eastof(lon,meridian,'degrees') ==> meridian+mod(lon-meridian,360)
```

```
eastof(lon,meridian,'radians') ==> meridian+mod(lon-meridian,2*pi)
```

---

## Syntax

```
lonWrapped = eastof(lon,meridian)
```

```
lonWrapped = eastof(lon,meridian,angleunits)
```

## Description

`lonWrapped = eastof(lon,meridian)` wraps angles in `lon` to values in the interval `[meridian meridian+360)`. `lon` is a scalar longitude or vector of longitude values. All inputs and outputs are in degrees.

`lonWrapped = eastof(lon,meridian,angleunits)` specifies the input and output units with the string *angleunits*. *angleunits* can be either 'degrees' or 'radians'. It may be abbreviated and is case-insensitive. If *angleunits* is 'radians', the input is wrapped to the interval `[meridian meridian+2*pi)`.

# ecc2flat

---

**Purpose** Flattening of ellipse from eccentricity

**Syntax** `f = ecc2flat(ecc)`  
`f = ecc2flat(ellipsoid)`

**Description** `f = ecc2flat(ecc)` computes the flattening of an ellipse (or ellipsoid of revolution) given its eccentricity `ecc`. Except when the input has 2 columns (or is a row vector), each element is assumed to be an eccentricity and the output `f` has the same size as `ecc`.

`f = ecc2flat(ellipsoid)`, where `ellipsoid` has two columns (or is a row vector), assumes that the eccentricity is in the second column, and a column vector is returned.

**See Also** `ecc2n` | `flat2ecc` | `majaxis` | `minaxis`

---

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|--------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Third flattening of ellipse from eccentricity                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Syntax</b>      | <code>n = ecc2n(ecc)</code><br><code>n = ecc2n(ellipsoid)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Description</b> | <p><code>n = ecc2n(ecc)</code> computes the parameter <math>n</math> (the "third flattening") of an ellipse (or ellipsoid of revolution) given its eccentricity <code>ecc</code>. <math>n</math> is defined as <math>(a-b)/(a+b)</math>, where <math>a</math> is the semimajor axis and <math>b</math> is the semiminor axis. Except when the input has 2 columns (or is a row vector), each element is assumed to be an eccentricity and the output <math>n</math> has the same size as <code>ecc</code>.</p> <p><code>n = ecc2n(ellipsoid)</code>, where <code>ellipsoid</code> has two columns (or is a row vector), assumes that the eccentricity is in the second column, and a column vector is returned.</p> |
| <b>See Also</b>    | <code>ecc2flat</code>   <code>majaxis</code>   <code>minaxis</code>   <code>n2ecc</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |

**Purpose** Geocentric ECEF to local spherical AER

**Syntax**  
`[ az, elev, slantRange ] =  
ecef2aer(X, Y, Z, lat0, lon0, h0, spheroid)  
[ ___ ] = ecef2aer( ___, angleUnit)`

**Description** `[ az, elev, slantRange ] = ecef2aer(X, Y, Z, lat0, lon0, h0, spheroid)` returns coordinates in a local spherical system corresponding to coordinates X, Y, Z in an Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian system. Any of the first six numeric input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

`[ ___ ] = ecef2aer( ___, angleUnit)` adds `angleUnit` which specifies the units of inputs `lat0`, `lon0`, and outputs `az`, `elev`.

## Input Arguments

### **X - ECEF x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the `LengthUnit` property of the spheroid object.

### **Data Types**

single | double

### **Y - ECEF y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the `LengthUnit` property of the spheroid object.

### **Data Types**

single | double

**Z - ECEF y-coordinates**

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` object.

**lat0 - Geodetic latitude of local origin**

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lat0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**lon0 - Longitude of local origin**

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lon0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**h0 - Ellipsoidal height of local origin**

scalar value | vector | matrix | N-D array

Ellipsoidal height of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `h0` is scalar, but it need not be.

(It may refer to a moving platform, for example). Units are determined by the `LengthUnit` property of the spheroid input.

### Data Types

single | double

### spheroid - Reference spheroid

scalar `referenceEllipsoid` | `oblateSpheroid` | `referenceSphere` object

Reference spheroid, specified as a scalar `referenceEllipsoid`, `oblateSpheroid`, or `referenceSphere` object.

### angleUnit - Units of angles

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

### Data Types

char

## Output Arguments

### az - Azimuth angles

scalar value | vector | matrix | N-D array

Azimuth angles in the local spherical system, returned as a scalar value, vector, matrix, or N-D array. Azimuths are measured clockwise from north. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the half-open interval [0 360).

### elev - Elevation angles

scalar value | vector | matrix | N-D array

Elevation angles in the local spherical system, returned as a scalar value, vector, matrix, or N-D array. Elevations are with respect to a plane perpendicular to the spheroid surface normal. Units determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the closed interval [-90 90].

### slantRange - Distances from local origin

scalar value | vector | matrix | N-D array

Distances from origin in the local spherical system, returned as a scalar value, vector, matrix, or N-D array. The straight-line, 3-D Cartesian distance is computed. Units are determined by the `LengthUnit` property of the `spheroid` input.

**See Also**

[ecef2enu](#) | [ecef2ned](#) | [aer2ecef](#) | [geodetic2aer](#)

**Purpose**

Geocentric ECEF to local Cartesian ENU

**Syntax**

```
[xEast,yNorth,zUp] = ecef2enu(X,Y,Z,lat0,lon0,h0,spheroid)
[ ___ ] = ecef2enu( ___,angleUnit)
```

**Description**

[xEast,yNorth,zUp] = ecef2enu(X,Y,Z,lat0,lon0,h0,spheroid) returns coordinates in a local east-north-up (ENU) Cartesian system corresponding to coordinates X, Y, Z in an Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian system. Any of the first six numeric input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

[ \_\_\_ ] = ecef2enu( \_\_\_,angleUnit) adds angleUnit which specifies the units of inputs, lat0, and lon0.

**Input Arguments****X - ECEF x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

**Data Types**

single | double

**Y - ECEF y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

**Data Types**

single | double

**Z - ECEF z-coordinates**



scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` object.

### **lat0 - Geodetic latitude of local origin**

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lat0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

#### **Data Types**

single | double

### **lon0 - Longitude of local origin**

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lon0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

#### **Data Types**

single | double

### **h0 - Ellipsoidal height of local origin**

scalar value | vector | matrix | N-D array

Ellipsoidal height of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `h0` is scalar, but it need not be. (It may refer to a moving platform, for example). Units are determined by the `LengthUnit` property of the `spheroid` input.

## Data Types

single | double

## spheroid - Reference spheroid

scalar referenceEllipsoid | oblateSpheroid | referenceSphere object

Reference spheroid, specified as a scalar referenceEllipsoid, oblateSpheroid, or referenceSphere object.

## angleUnit - Units of angles

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

## Data Types

char

## Output Arguments

### xEast - Local ENU x-coordinates

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the local ENU system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the LengthUnit property of the spheroid input.

### yNorth - Local ENU y-coordinates

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the local ENU system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the LengthUnit property of the spheroid input.

### zUp - Local ENU z-coordinates

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the local ENU system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the LengthUnit property of the spheroid input.

## See Also

ecef2ned | ecef2aer | enu2ecef | geodetic2enu

**Purpose**

Rotate vector from geocentric ECEF to local ENU

**Syntax**

```
[uEast,vNorth,wUp] = ecef2enuv(U,V,W,lat0,lon0)
[ ___ ] = ecef2enuv( ___ ,angleUnit)
```

**Description**

[uEast,vNorth,wUp] = ecef2enuv(U,V,W,lat0,lon0) returns Cartesian 3-vector components in a local east-north-down (ENU) system corresponding to the 3-vector with components U, V, W in an Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian system. Any of the five numerical input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

[ \_\_\_ ] = ecef2enuv( \_\_\_ ,angleUnit) adds angleUnit which specifies the units of inputs lat0 and lon0.

**Input Arguments****U - Vector x-components in ECEF system**

scalar value | vector | matrix | N-D array

x-components of one or more Cartesian vectors in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array.

**Data Types**

single | double

**V - Vector y-components in ECEF system**

scalar value | vector | matrix | N-D array

y-components of one or more Cartesian vectors in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array.

**Data Types**

single | double

**W - Vector z-components in ECEF system**

scalar value | vector | matrix | N-D array

z-components of one or more Cartesian vectors in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array.

### Data Types

single | double

### **lat0 - Geodetic latitude of local origin**

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lat0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### Data Types

single | double

### **lon0 - Longitude of local origin**

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lon0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### Data Types

single | double

### **angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

### Data Types

char

## Output Arguments

### **uEast - Vector x-components in ENU system**

scalar value | vector | matrix | N-D array

x-components of one or more Cartesian vectors in the local ENU system, returned as a scalar value, vector, matrix, or N-D array.

### **vNorth - Vector y-components in ENU system**

scalar value | vector | matrix | N-D array

y-components of one or more Cartesian vectors in the local ENU system, returned as a scalar value, vector, matrix, or N-D array.

### **wUp - Vector z-components in ENU system**

scalar value | vector | matrix | N-D array

z-components of one or more Cartesian vectors in the local ENU system, returned as a scalar value, vector, matrix, or N-D array.

## See Also

ecef2enu | enu2ecefv | ecef2nedv

# ecef2geodetic

---

**Purpose** Convert geocentric (ECEF) to geodetic coordinates

**Syntax** `[phi,lambda,h] = ecef2geodetic(x,y,z,ellipsoid)`

**Description** `[phi,lambda,h] = ecef2geodetic(x,y,z,ellipsoid)` converts geocentric Cartesian coordinates, stored in the coordinate arrays `x`, `y`, `z`, to geodetic coordinates `phi` (geodetic latitude in radians), `lambda` (geodetic longitude in radians), and `h` (height above the ellipsoid). `ellipsoid` is a `referenceEllipsoid` (oblateSpheroid) object, a `referenceSphere` object, or a vector of the form `[semimajor axis, eccentricity]`. Arrays `x`, `y`, `z`, and `h` must use the same units as the semimajor axis. `x`, `y`, `z`, `phi`, `lambda`, and `h` must have the same shape.

**Definitions** For a definition of the geocentric system, also known as Earth-Centered, Earth-Fixed (ECEF), see the help for `geodetic2ecef`.

**See Also** `ecef2lv` | `geodetic2ecef` | `lv2ecef`

**Purpose**

Convert geocentric (ECEF) to local vertical coordinates

---

**Note** ecef2lv will be removed in a future release. Use ecef2enu instead. In ecef2enu, the latitude and longitude of the local origin are in degrees by default, so the optional `angleUnit` input should be included, with the value 'radians'.

---

**Syntax**

```
[x1,y1,z1] = ecef2lv(x,y,z,phi0,lambda0,h0,ellipsoid)
```

**Description**

```
[x1,y1,z1] = ecef2lv(x,y,z,phi0,lambda0,h0,ellipsoid)
```

converts geocentric point locations specified by the coordinate arrays `x`, `y`, and `z` to the local vertical coordinate system, with its origin at geodetic latitude `phi0`, longitude `lambda0`, and ellipsoidal height `h0`. The arrays `x`, `y`, and `z` may be of any shape, as long as they all match in size. `phi0`, `lambda0`, and `h0` must be scalars. `ellipsoid` is a `referenceEllipsoid` (`oblateSpheroid`) object, a `referenceSphere` object, or a vector of the form [`semimajor axis`, `eccentricity`]. `x`, `y`, `z`, and `h0` must have the same length units as the semimajor axis. `phi0` and `lambda0` must be in radians. The output coordinate arrays, `x1`, `y1`, and `z1` are the local vertical coordinates of the input points. They have the same size as `x`, `y`, and `z` and have the same length units as the semimajor axis.

In the local vertical Cartesian system defined by `phi0`, `lambda0`, `h0`, and `ellipsoid`, the `x1` axis is parallel to the plane tangent to the ellipsoid at (`phi0`,`lambda0`) and points due east. The `y1` axis is parallel to the same plane and points due north. The `z1` axis is normal to the ellipsoid at (`phi0`,`lambda0`) and points outward into space. The local vertical system is sometimes referred to as east-north-up or ENU.

**Definitions**

For a definition of the *geocentric system*, also known as Earth-Centered, Earth-Fixed (ECEF), see the help for `geodetic2ecef`.

**See Also**

ecef2enu

# ecef2ned

---

**Purpose** Geocentric ECEF to local Cartesian NED

**Syntax**  
`[xNorth,yEast,zDown] = ecef2ned(X,Y,Z,lat0,lon0,h0,spheroid)`  
`[ ___ ] = ecef2ned( ___,angleUnit)`

**Description** `[xNorth,yEast,zDown] = ecef2ned(X,Y,Z,lat0,lon0,h0,spheroid)` returns coordinates in a local north-east-down (NED) Cartesian system corresponding to coordinates *X*, *Y*, *Z* in an Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian system. Any of the first six numeric input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

`[ ___ ] = ecef2ned( ___,angleUnit)` adds `angleUnit` which specifies the units of inputs `lat0`, and `lon0`.

## Input Arguments

### **X - ECEF x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the `LengthUnit` property of the spheroid object.

### **Data Types**

single | double

### **Y - ECEF y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the `LengthUnit` property of the spheroid object.

### **Data Types**

single | double



**Z - ECEF y-coordinates**

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` object.

**lat0 - Geodetic latitude of local origin**

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lat0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**lon0 - Longitude of local origin**

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lon0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**h0 - Ellipsoidal height of local origin**

scalar value | vector | matrix | N-D array

Ellipsoidal height of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `h0` is scalar, but it need not be.

(It may refer to a moving platform, for example). Units are determined by the `LengthUnit` property of the `spheroid` input.

## Data Types

single | double

## **spheroid - Reference spheroid**

scalar `referenceEllipsoid` | `oblateSpheroid` | `referenceSphere` object

Reference spheroid, specified as a scalar `referenceEllipsoid`, `oblateSpheroid`, or `referenceSphere` object.

## **angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

## Data Types

char

## Output Arguments

### **xNorth - Local NED x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the local NED system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` input.

### **yEast - Local NED y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the local NED system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` input.

### **zDown - Local NED z-coordinates**

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the local NED system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` input.

**See Also**

[ecef2enu](#) | [ecef2aer](#) | [ned2ecef](#) | [geodetic2ned](#)

**Purpose** Rotate vector from geocentric ECEF to local NED

**Syntax** [uNorth,vEast,wDown] = ecef2nedv(U,V,W,lat0,lon0)  
[ \_\_\_ ] = ecef2nedv( \_\_\_,angleUnit)

**Description** [uNorth,vEast,wDown] = ecef2nedv(U,V,W,lat0,lon0) returns Cartesian 3-vector components in a local north-east-down (NED) system corresponding to the 3-vector with components U, V, W in an Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian system. Any of the five numerical input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

[ \_\_\_ ] = ecef2nedv( \_\_\_,angleUnit) adds angleUnit which specifies the units of inputs lat0 and lon0.

## Input Arguments

### **U - Vector x-components in ECEF system**

scalar value | vector | matrix | N-D array

x-components of one or more Cartesian vectors in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array.

#### **Data Types**

single | double

### **V - Vector y-components in ECEF system**

scalar value | vector | matrix | N-D array

y-components of one or more Cartesian vectors in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array.

#### **Data Types**

single | double

### **W - Vector z-components in ECEF system**

scalar value | vector | matrix | N-D array

z-components of one or more Cartesian vectors in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array.

**Data Types**

single | double

**lat0 - Geodetic latitude of local origin**

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lat0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**lon0 - Longitude of local origin**

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lon0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

**Data Types**

char

## Output Arguments

### **uNorth - Vector x-components in NED system**

scalar value | vector | matrix | N-D array

x-components of one or more Cartesian vectors in the local NED system, returned as a scalar value, vector, matrix, or N-D array.

### **vEast - Vector y-components in NED system**

scalar value | vector | matrix | N-D array

y-components of one or more Cartesian vectors in the local NED system, returned as a scalar value, vector, matrix, or N-D array.

### **wDown - Vector z-components in NED system**

scalar value | vector | matrix | N-D array

z-components of one or more Cartesian vectors in the local NED system, returned as a scalar value, vector, matrix, or N-D array.

## See Also

[ecef2enuv](#) | [ned2ecefv](#) | [ecef2ned](#)

**Purpose**

Read 15-minute gridded geoid heights from EGM96

**Syntax**

```
[Z, refvec] = egm96geoid(samplefactor)
[Z, refvec] = egm96geoid(samplefactor, latlim, lonlim)
```

**Description**

`[Z, refvec] = egm96geoid(samplefactor)` imports global geoid height in meters from the EGM96 geoid model. The data set is gridded at 15-minute intervals, but may be down-sampled as specified by the positive integer `samplefactor`. The result is returned in the regular data grid `Z` along with referencing vector `refvec`. At full resolution (a `samplefactor` of 1), `Z` will be 721-by-1441.

The gridded EGM96 data set must be on your path in a file named 'WW15MGH.GRD'.

`[Z, refvec] = egm96geoid(samplefactor, latlim, lonlim)` imports data for the part of the world within the specified latitude and longitude limits. The limits must be two-element vectors in units of degrees. Longitude limits can be defined in the range [-180 180] or [0 360]. For example, `lonlim = [170 190]` returns data centered on the dateline, while `lonlim = [-10 10]` returns data centered on the prime meridian.

**Background**

Although the Earth is round, it is not exactly a sphere. The shape of the Earth is usually defined by the geoid, which is defined as a gravitational equipotential surface, but can be conceptualized as the shape the ocean surface would take in the absence of waves, weather, and land. For cartographic purposes it is generally sufficient to treat the Earth as a sphere or ellipsoid of revolution. For other applications, a more detailed model of the geoid such as EGM 96 may be required. EGM 96 is a spherical harmonic model of the geoid complete to degree and order 360. This function reads from a file of gridded geoid heights derived from the EGM 96 harmonic coefficients.

**Examples**

Read the EGM 96 geoid grid for the world, taking every 10th point.

```
[N, refvec] = egm96geoid(10);
```

# egm96geoid

---

Read a subset of the geoid grid at full resolution and interpolate to find the geoid height at a point between grid points.

```
[N,refvec] = egm96geoid(1,[-10 -12],[129 132]);  
n = 1t1n2val(N,refvec,-11.1,130.22,'bicubic')  
  
n =  
    52.7151
```

## Tips

This function reads the 15-minute EGM96 grid file `WW15MGH.GRD`. The grid is available as either a DOS self-extracting compressed file or a UNIX compressed file. Do not modify the file once it has been extracted.

---

**Note** For details on locating map data for download over the Internet, see the following documentation at the MathWorks Web site: “Finding Geospatial Data”.

---

Maps will extend a half a cell outside the requested map limits.

There are 721 rows and 1441 columns of values in the grid at full resolution. The low resolution data in `GEOID.MAT` is derived from the EGM 96 grid.

## See Also

`1t1n2val`



**Purpose**

Local vertical elevation angle, range, and azimuth

---

**Note** `elevation` will be removed in a future release. Use `geodetic2aer` instead.

The reference point comes second in the `geodetic2aer` argument list, and the outputs are ordered differently. The replacement pattern is:

```
[azimuthangle, elevationangle, slanrange] =  
geodetic2aer(lat2, lon2, alt2, lat1, lon1, alt1,  
spheroid, ...)
```

Unlike `elevation`, `geodetic2aer` requires a `spheroid` input, and it must be an `oblateSpheroid`, `referenceEllipsoid`, or `referenceSphere` object, not a 2-by-1 ellipsoid vector.

You can use the following steps to convert an ellipsoid vector, `ellipsoid`, to an `oblateSpheroid` object, `spheroid`:

- `spheroid = oblateSpheroid;`
- `spheroid.SemimajorAxis = ellipsoid(1);`
- `spheroid.Eccentricity = ellipsoid(2);`

When `elevation` is called with only 6 inputs, the GRS 80 reference ellipsoid, in meters, is used by default. To replace this usage, use `referenceEllipsoid('GRS80', 'meters')` as the `spheroid` input for `geodetic2aer`.

If an `angleunits` input is included, it must follow the `spheroid` input in the call to `geodetic2aer`, rather than preceding it.

`elevation` can be called with a `lengthunits` string, but `geodetic2aer` has no such input. Set the `LengthUnit` property of the input `spheroid` to the desired value instead. In this case a `referenceEllipsoid` or `referenceSphere` object must be used (not an `oblateSpheroid` object).

---

# elevation

---

## Syntax

```
[elevationangle, slantrange, azimuthangle] = ...
    elevation(lat1, lon1, alt1, lat2, lon2, alt2)
[...] = elevation(lat1, lon1, alt1, lat2, lon2, alt2, ...
    angleunits)
[...] = elevation(lat1, lon1, alt1, lat2, lon2, alt2, ...
    angleunits, distanceunits)
[...] = elevation(lat1, lon1, alt1, lat2, lon2, alt2, ...
    angleunits, ellipsoid)
```

## Description

```
[elevationangle, slantrange, azimuthangle] = ...
    elevation(lat1, lon1, alt1, lat2, lon2, alt2)
```

 computes the elevation angle, slant range, and azimuth angle of point 2 (with geodetic coordinates `lat2`, `lon2`, and `alt2`) as viewed from point 1 (with geodetic coordinates `lat1`, `lon1`, and `alt1`). The coordinates `alt1` and `alt2` are ellipsoidal heights. The elevation angle is the angle of the line of sight above the local horizontal at point 1. The slant range is the three-dimensional Cartesian distance between point 1 and point 2. The azimuth is the angle from north to the projection of the line of sight on the local horizontal. Angles are in units of degrees; altitudes and distances are in meters. The figure of the earth is the default ellipsoid (GRS 80).

Inputs can be vectors of points, or arrays of any shape, but must match in size, with the following exception: Elevation, range, and azimuth from a single point to a set of points can be computed very efficiently by providing scalar coordinate inputs for point 1 and vectors or arrays for point 2.

```
[...] = elevation(lat1, lon1, alt1, lat2, lon2, alt2, ...
    angleunits)
```

 uses the string `angleunits` to specify the units of the input and output angles. If the string `angleunits` is omitted, 'degrees' is assumed.

```
[...] = elevation(lat1, lon1, alt1, lat2, lon2, alt2, ...
    angleunits, distanceunits)
```

 uses the string `distanceunits` to specify the altitude and slant-range units. If the string `distanceunits` is omitted, 'meters' is assumed. Any units string recognized by `unitsratio` may be used.

```
[...] = elevation(lat1,lon1,alt1,lat2,lon2,alt2,...
    angleunits,ellipsoid) uses ellipsoid to specify the ellipsoid.
ellipsoid is a referenceSphere, referenceEllipsoid, or
oblateSpheroid object, or a vector of the form [semimajor_axis
eccentricity]. If ellipsoid is supplied, the altitudes must be in the
same units as the semimajor axis, and the slant range will be returned
in these units. If ellipsoid is omitted, the default is a unit sphere.
Distances are in meters unless otherwise specified.
```

---

**Note** The line-of-sight azimuth angles returned by `elevation` will generally differ slightly from the corresponding outputs of `azimuth` and `distance`, except for great circle azimuths on a spherical earth.

---

## Examples

Find the elevation angle of a point 90 degrees from an observer assuming that the observer and the target are both 1000 km above the Earth.

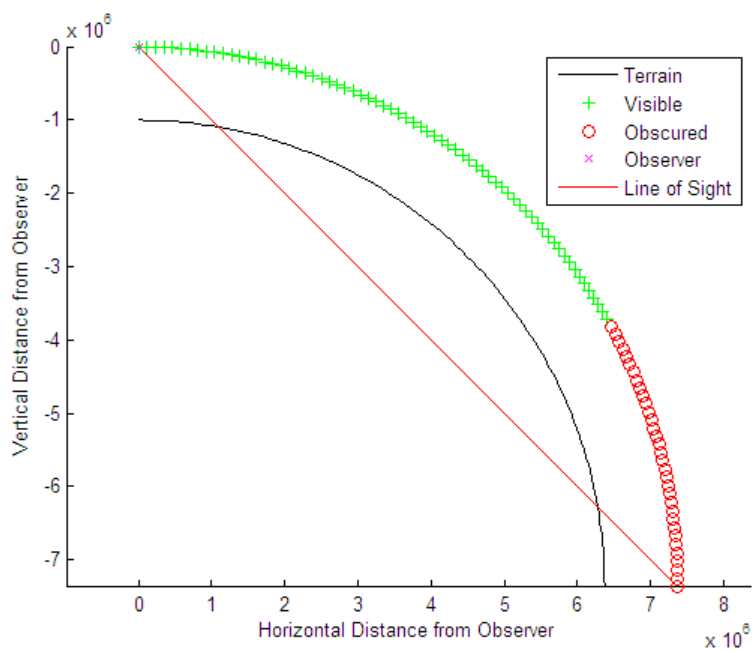
```
lat1 = 0; lon1 = 0; alt1 = 1000*1000;
lat2 = 0; lon2 = 90; alt2 = 1000*1000;
elevang = elevation(lat1,lon1,alt1,lat2,lon2,alt2)

elevang =
    -45
```

Visually check the result using the `los2` line of sight function. Construct a data grid of zeros to represent the Earth's surface. The `los2` function with no output arguments creates a figure displaying the geometry.

```
Z = zeros(180,360);
refvec = [1 90 -180];
los2(Z,refvec,lat1,lon1,lat2,lon2,alt1,alt1);
```

# elevation



**See Also**

[oblateSpheroid](#) |

## Purpose

Geographic ellipse from center, semimajor axes, eccentricity, and azimuth

## Syntax

```
[lat,lon] = ellipse1(lat0,lon0,ellipse)
[lat,lon] = ellipse1(lat0,lon0,ellipse,offset)
[lat,lon] = ellipse1(lat0,lon0,ellipse,offset,az)
[lat,lon] = ellipse1(lat0,lon0,ellipse,offset,az,ellipsoid)
[lat,lon] = ellipse1( ____,angleUnit)
[lat,lon] = ellipse1(lat0,lon0,ellipse,offset,az,ellipsoid,angleUnit,
    npts)
[lat,lon] = ellipse1(trackStr,...)
mat = ellipse1(...)
```

## Description

`[lat,lon] = ellipse1(lat0,lon0,ellipse)` computes ellipse(s) with center(s) at `lat0,lon0`. The ellipse is defined by the third input, which is of the form `[semimajor axis, eccentricity]`, where the eccentricity input can be a two-element row vector or a two-column matrix. The ellipse input must have the same number of rows as the input scalar or column vectors `lat0` and `lon0`. The input semimajor axis is in degrees of arc length on a sphere. All ellipses are oriented so that their major axes run north-south.

`[lat,lon] = ellipse1(lat0,lon0,ellipse,offset)` computes the ellipse(s) where the major axis is rotated from due north by an azimuth `offset`. The `offset` angle is measured clockwise from due north. If `offset = []`, then no `offset` is assumed.

`[lat,lon] = ellipse1(lat0,lon0,ellipse,offset,az)` uses the input `az` to define the ellipse arcs computed. The arc azimuths are measured clockwise from due north. If `az` is a column vector, then the arc length is computed from due north. If `az` is a two-column matrix, then the ellipse arcs are computed starting at the azimuth in the first column and ending at the azimuth in the second column. If `az = []`, then a complete ellipse is computed.

`[lat,lon] = ellipse1(lat0,lon0,ellipse,offset,az,ellipsoid)` computes the ellipse on the ellipsoid defined by the input `ellipsoid`. `ellipsoid` is a `referenceSphere`, `referenceEllipsoid`, or

# ellipse1

---

oblateSpheroid object, or a vector of the form [semimajor\_axis eccentricity]. If omitted, the unit sphere, is assumed. When an ellipsoid is supplied, the input semimajor axis must be in the same units as the ellipsoid semimajor axes. In this calling form, the units of the ellipse semimajor axis are not assumed to be in degrees.

[lat,lon] = ellipse1( \_\_\_\_,angleUnit) where angleUnit defines the units of the inputs and outputs. angleUnit can be 'degrees' or 'radians'. If the angleUnit string is omitted, 'degrees' is assumed.

[lat,lon] = ellipse1(lat0,lon0,ellipse,offset,az,ellipsoid,angleUnit,npts) uses the scalar npts to determine the number of points per ellipse computed. If npts is omitted, 100 points are used.

[lat,lon] = ellipse1(trackStr,...) uses the trackStr string to define either great circle or rhumb line distances from the ellipse center. If trackStr = 'gc', then great circle distances are computed (the default). If trackStr = 'rh', then rhumb line distances are computed.

mat = ellipse1(...) returns a single output argument where mat = [lat lon]. This is useful if only one ellipse is computed.

You can define multiple ellipses with a common center by providing scalar lat0 and lon0 inputs and a two-column ellipse matrix.

## Examples

Create and plot the small ellipse centered at (0°,0°), with a semimajor axis of 10° and a semiminor axis of 5°.

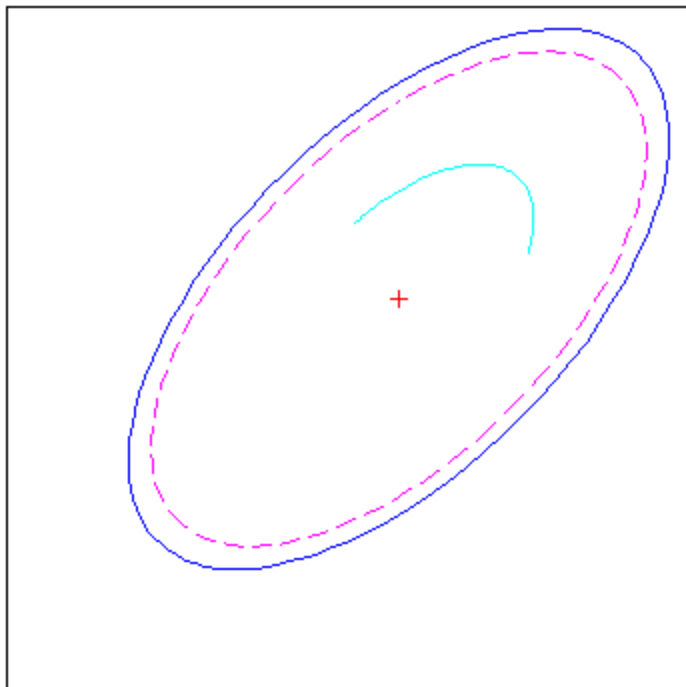
```
axesm mercator
ecc = axes2ecc(10,5);
plotm(0,0,'r+')
[elat,elon] = ellipse1(0,0,[10 ecc],45);
plotm(elat,elon)
```

If the desired radius is known in some nonangular distance unit, use the radius returned by the earthRadius function as the ellipsoid input to set the range units. (Use an empty azimuth entry to specify a full ellipse.)

```
[elat,elon] = ellipse1(0,0,[550 ecc],45,[],earthRadius('nm'));  
plotm(elat,elon,'m--')
```

For just an arc of the ellipse, enter an azimuth range:

```
[elat,elon] = ellipse1(0,0,[5 ecc],45,[-30 70]);  
plotm(elat,elon,'c-')
```



## See Also

[axes2ecc](#) | [scircle1](#) | [track1](#)

# encodem

---

**Purpose** Fill in regular data grid from seed values and locations

**Syntax**  
`newgrid = encodem(Z,seedmat)`  
`newgrid = encodem(Z,seedmat,stopvals)`

**Description** `newgrid = encodem(Z,seedmat)` fills in regions of the input data grid, `Z`, with desired new values. The boundary consists of the edges of the matrix and any entries with the value 1. The *seeds*, or starting points, and the values associated with them, are specified by the three-column matrix `seedmat`, the rows of which have the form [row column value].

`newgrid = encodem(Z,seedmat,stopvals)` allows you to specify a vector, `stopvals`, of stopping values. Any value that is an element of `stopvals` will act as a boundary.

This function *fills in* regions of data grids with desired values. If a *boundary* exists, the new value replaces all entries in all four directions until the boundary is reached. The boundary is made up of selected stopping values and the edges of the matrix. The new value tries to flood the region exhaustively, stopping only when no new spaces can be reached by moving up, down, left, or right without hitting a stopping value.

**Examples** For this imaginary map, fill in the upper right region with 7s and the lower left region with 3s:

```
Z = eye(4)
```

```
Z =  
    1    0    0    0  
    0    1    0    0  
    0    0    1    0  
    0    0    0    1
```

```
newgrid = encodem(Z,[4,1,3; 1,4,7])
```

```
newgrid =  
    1    7    7    7
```



|   |   |   |   |
|---|---|---|---|
| 3 | 1 | 7 | 7 |
| 3 | 3 | 1 | 7 |
| 3 | 3 | 3 | 1 |

**See Also**

[getseeds](#) | [imbedm](#)

**Purpose** Local Cartesian ENU to local spherical AER

**Syntax** `[az,elev,slantRange] = enu2aer(xEast,yNorth,zUp)`  
`[ ___ ] = enu2aer( ___,angleUnit)`

**Description** `[az,elev,slantRange] = enu2aer(xEast,yNorth,zUp)` returns coordinates in a local spherical system corresponding to coordinates `xEast`, `yNorth`, `zUp` in a local east-north-up (ENU) Cartesian system having the same local origin. Any of the three numerical input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

`[ ___ ] = enu2aer( ___,angleUnit)` adds `angleUnit` which specifies the units outputs `az`, `elev`.

## Input Arguments

### **xEast - Local ENU x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the the local ENU system, specified as a scalar value, vector, matrix, or N-D array.

### **Data Types**

single | double

### **yNorth - Local ENU y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the the local ENU system, specified as a scalar value, vector, matrix, or N-D array.

### **Data Types**

single | double

### **zUp - Local ENU z-coordinates**

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the the local ENU system, specified as a scalar value, vector, matrix, or N-D array.

**Data Types**

single | double

**angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

**Data Types**

char

**Output Arguments****az - Azimuth angles**

scalar value | vector | matrix | N-D array

Azimuth angles in the local spherical system, returned as a scalar value, vector, matrix, or N-D array. Azimuths are measured clockwise from north. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the half-open interval [0 360).

**elev - Elevation angles**

scalar value | vector | matrix | N-D array

Elevation angles in the local spherical system, returned as a scalar value, vector, matrix, or N-D array. Elevations are with respect to a plane perpendicular to the spheroid surface normal. Units determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the closed interval [-90 90].

**slantRange - Distances from local origin**

scalar value | vector | matrix | N-D array

Distances from origin in the local spherical system, returned as a scalar, vector, matrix, or N-D array. The straight-line, 3-D Cartesian distance is computed.

**See Also**

aer2enu | ned2aer

# enu2ecef

---

**Purpose** Local Cartesian ENU to geocentric ECEF

**Syntax** `[X,Y,Z] = enu2ecef(xEast,yNorth,zUp,lat0,lon0,h0,spheroid)`  
`[ ___ ] = enu2ecef( ___ ,angleUnit)`

**Description** `[X,Y,Z] = enu2ecef(xEast,yNorth,zUp,lat0,lon0,h0,spheroid)` returns Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian coordinates corresponding to coordinates `xEast`, `yNorth`, `zUp` in a local east-north-up (ENU) Cartesian system. Any of the first six numeric input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

`[ ___ ] = enu2ecef( ___ ,angleUnit)` adds `angleUnit` which specifies the units of inputs `lat0` and `lon0`.

## Input Arguments

### **xEast - Local ENU x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the the local ENU system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the `LengthUnit` property of the `spheroid` input.

### **Data Types**

single | double

### **yNorth - Local ENU y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the the local ENU system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the `LengthUnit` property of the `spheroid` input.

### **Data Types**

single | double

### **zUp - Local ENU z-coordinates**

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the the local ENU system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid input.

**Data Types**

single | double

**lat0 - Geodetic latitude of local origin**

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of lat0 is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**lon0 - Longitude of local origin**

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of lon0 is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**h0 - Ellipsoidal height of local origin**

scalar value | vector | matrix | N-D array

Ellipsoidal height of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of h0 is scalar, but it need not be.

(It may refer to a moving platform, for example). Units are determined by the `LengthUnit` property of the `spheroid` input.

## Data Types

single | double

## spheroid - Reference spheroid

scalar `referenceEllipsoid` | `oblateSpheroid` | `referenceSphere` object

Reference spheroid, specified as a scalar `referenceEllipsoid`, `oblateSpheroid`, or `referenceSphere` object.

## angleUnit - Units of angles

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

## Data Types

char

## Output Arguments

### X - ECEF x-coordinates

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` object.

### Y - ECEF y-coordinates

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` object.

### Z - ECEF z-coordinates

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` object.

**See Also**

[ned2ecef](#) | [aer2ecef](#) | [ecef2enu](#) | [enu2geodetic](#)

**Purpose** Rotate vector from local ENU to geocentric ECEF

**Syntax**  $[U,V,W] = \text{enu2ecefv}(u\text{East},v\text{North},w\text{Up},\text{lat0},\text{lon0})$   
 $[ \_ ] = \text{enu2ecefv}( \_ , \text{angleUnit} )$

**Description**  $[U,V,W] = \text{enu2ecefv}(u\text{East},v\text{North},w\text{Up},\text{lat0},\text{lon0})$  returns coordinates in a local spherical system corresponding to coordinates  $x\text{North}$ ,  $y\text{East}$ ,  $z\text{Down}$  in a local north-east-down (NED) Cartesian system having the same local origin. Any of the three numerical input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

$[ \_ ] = \text{enu2ecefv}( \_ , \text{angleUnit} )$  adds `angleUnit` which specifies the units of inputs `lat0` and `lon0`.

## Input Arguments

### **uEast - Vector x-components in ENU system**

scalar value | vector | matrix | N-D array

x-components of one or more Cartesian vectors in the local ENU system, specified as a scalar value, vector, matrix, or N-D array.

#### **Data Types**

single | double

### **vNorth - Vector y-components in ENU system**

scalar value | vector | matrix | N-D array

y-components of one or more Cartesian vectors in the local ENU system, specified as a scalar value, vector, matrix, or N-D array.

#### **Data Types**

single | double

### **wUp - Vector z-components in ENU system**

scalar value | vector | matrix | N-D array

z-components of one or more Cartesian vectors in the local ENU system, specified as a scalar value, vector, matrix, or N-D array.



**Data Types**

single | double

**lat0 - Geodetic latitude of local origin**

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lat0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**lon0 - Longitude of local origin**

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lon0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

**Data Types**

char

## Output Arguments

### **U - Vector x-components in ECEF system**

scalar value | vector | matrix | N-D array

x-components of one or more Cartesian vectors in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array.

### **V - Vector y-components in ECEF system**

scalar value | vector | matrix | N-D array

y-components of one or more Cartesian vectors in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array.

### **W - Vector z-components in ECEF system**

scalar value | vector | matrix | N-D array

z-components of one or more Cartesian vectors in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array.

## See Also

[ecef2enu](#) | [enu2ecef](#) | [ned2ecefv](#)

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>         | Local Cartesian ENU to geodetic                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Syntax</b>          | <pre>[lat,lon,h] =<br/>enu2geodetic(xEast,yNorth,zUp,lat0,lon0,h0,spheroid)<br/>[ ___ ] = enu2geodetic( ___ ,angleUnit)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Description</b>     | <p>[lat,lon,h] = enu2geodetic(xEast,yNorth,zUp,lat0,lon0,h0,spheroid)) returns geodetic coordinates corresponding to coordinates xEast, yNorth, zUp in a local east-north-up (ENU) Cartesian system. Any of the first six numeric input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.</p> <p>[ ___ ] = enu2geodetic( ___ ,angleUnit) adds angleUnit which specifies the units of inputs lat0, lon0, and outputs lat, lon.</p>                                                                                                                                                                                                                                                                                                                      |
| <b>Input Arguments</b> | <p><b>xEast - Local ENU x-coordinates</b><br/>scalar value   vector   matrix   N-D array</p> <p>x-coordinates of one or more points in the the local ENU system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid input.</p> <p><b>Data Types</b><br/>single   double</p> <p><b>yNorth - Local ENU y-coordinates</b><br/>scalar value   vector   matrix   N-D array</p> <p>y-coordinates of one or more points in the the local ENU system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid input.</p> <p><b>Data Types</b><br/>single   double</p> <p><b>zUp - Local ENU z-coordinates</b><br/>scalar value   vector   matrix   N-D array</p> |

z-coordinates of one or more points in the the local ENU system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid input.

## Data Types

single | double

## lat0 - Geodetic latitude of local origin

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of lat0 is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

## Data Types

single | double

## lon0 - Longitude of local origin

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of lon0 is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

## Data Types

single | double

## h0 - Ellipsoidal height of local origin

scalar value | vector | matrix | N-D array

Ellipsoidal height of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of h0 is scalar, but it need not be.

(It may refer to a moving platform, for example). Units are determined by the `LengthUnit` property of the spheroid input.

**Data Types**

single | double

**spheroid - Reference spheroid**

scalar `referenceEllipsoid` | `oblateSpheroid` | `referenceSphere` object

Reference spheroid, specified as a scalar `referenceEllipsoid`, `oblateSpheroid`, or `referenceSphere` object.

**angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

**Data Types**

char

**Output Arguments****lat - Geodetic latitudes**

scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the closed interval [-90 90].

**lon - Longitudes**

scalar value | vector | matrix | N-D array

Longitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the interval [-180 180].

**h - Ellipsoidal heights**

scalar value | vector | matrix | N-D array

## enu2geodetic

---

Ellipsoidal heights of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` object

### See Also

`aer2geodetic` | `enu2ecef` | `geodetic2enu` | `ned2geodetic`

**Purpose** Accuracy in angle units for certain map computations

**Compatibility** epsm will be removed in a future release. If necessary, you can replace the expressions listed in the following table with the constants shown:

|             |                 |
|-------------|-----------------|
| epsm()      | 1.0E-6          |
| epsm('deg') | 1.0E-6          |
| epsm('rad') | deg2rad(1.0E-6) |

**Syntax** epsm  
epsm(*units*)

**Description** epsm is the limit of map angular precision. It is useful in avoiding trigonometric singularities, among other things.  
epsm(*units*) returns the same angle in units corresponding to any valid angle units string. The default is 'degrees'.

**Examples** The value of epsm is 10<sup>-6</sup> degrees. To put this in perspective, in terms of an angular arc length, the distance is

```
epsmkm = deg2km(epsm)

epsmkm =
    1.1119e-04    % kilometers
```

This is about 11 centimeters, a very small distance on a global scale.

**See Also** roundn

# eqa2grn

---

**Purpose** Convert from equal area to Greenwich coordinates

**Syntax**

```
[lat,lon] = eqa2grn(x,y)
[lat,lon] = eqa2grn(x,y,origin)
[lat,lon] = eqa2grn(x,y,origin,ellipsoid)
[lat,lon] = eqa2grn(x,y,origin,units)
mat = eqa2grn(x,y,origin...)
```

**Description** [lat,lon] = eqa2grn(x,y) converts the equal-area coordinate points *x* and *y* to the Greenwich (standard geographic) coordinates *lat* and *lon*.

[lat,lon] = eqa2grn(x,y,origin) specifies the location in the Greenwich system of the *x-y* origin (0,0). The two-element vector *origin* must be of the form [latitude longitude]. The default places the origin at the Greenwich coordinates (0°,0°).

[lat,lon] = eqa2grn(x,y,origin,ellipsoid) specifies the ellipsoidal model of the figure of the Earth using *ellipsoid*. *ellipsoid* is a referenceSphere, referenceEllipsoid, or oblateSpheroid object, or a vector of the form [semimajor\_axis eccentricity]. The *ellipsoid* is a unit sphere by default.

[lat,lon] = eqa2grn(x,y,origin,units) specifies the units for the outputs, where *units* is any valid angle units string. The default value is 'degrees'.

mat = eqa2grn(x,y,origin...) packs the outputs into a single variable.

This function converts data from equal-area *x-y* coordinates to geographic (latitude-longitude) coordinates. The opposite conversion can be performed with *grn2eqa*.

**Examples**

```
[lat,lon] = eqa2grn(.5,.5)
```

```
lat =
    30.0000
lon =
```



28.6479

**See Also**

grn2eqa | hista

## Purpose

Read gridded global relief data (ETOPO products)

## Syntax

```
[Z, refvec] = etopo
[Z, refvec] = etopo(samplefactor)
[Z, refvec] = etopo(samplefactor, latlim, lonlim)
[Z, refvec] = etopo(folder, ...)
[Z, refvec] = etopo(filename, ...)
[Z, refvec] = etopo({'etopo5.northern.bat', 'etopo5.southern.bat'},
    ...)
```

## Description

[Z, refvec] = etopo reads the ETOPO data for the entire world from the ETOPO data in the current folder. The etopo function searches the current folder first for ETOPO1c binary data, then ETOPO2V2c binary data, then ETOPO2 (2001) binary data, then ETOPO5 binary data, and finally ETOPO5 ASCII data. Once the function finds a case-insensitive file name match, it reads the data. See the table Supported ETOPO Data File Names on page 1-265 for a list of possible file names. The etopo function returns the data grid, Z, as an array of elevations. Data values, in whole meters, represent the elevation of the center of each cell. refvec, the associated three-element referencing vector, geolocates Z.

[Z, refvec] = etopo(samplefactor) reads the data for the entire world, downsampling the data by samplefactor. The scalar integer samplefactor when equal to 1 gives the data at its full resolution (10800 by 21600 values for ETOPO1 data, 5400 by 10800 values for ETOPO2 data, and 2160 by 4320 values for ETOPO5 data). When samplefactor is an integer  $n$  greater than one, the etopo function returns every  $n^{\text{th}}$  point. If you omit samplefactor or leave it empty, it defaults to 1. (If the etopo function reads an older, ASCII ETOPO5 data set, then samplefactor must divide evenly into the number of rows and columns of the data file.)

[Z, refvec] = etopo(samplefactor, latlim, lonlim) reads the data for the part of the world within the specified latitude and longitude limits. Specify the limits of the desired data as two-element vectors of latitude, latlim, and longitude, lonlim, in degrees. Specify the elements of latlim and lonlim in ascending order. Specify lonlim in

the range [0 360] for ETOPO5 data and [-180 180] for ETOPO2 and ETOPO1 data. If `latlim` is empty, the latitude limits are [-90 90]. If `lonlim` is empty, the file type determines the longitude limits.

`[Z, refvec] = etopo(folder, ...)` allows you to use the variable `folder` to specify the path for the ETOPO data file. Otherwise, the `etopo` function searches the current folder for the data.

`[Z, refvec] = etopo(filename, ...)` reads the ETOPO data from `filename`. The variable `filename`, a case-insensitive string, specifies the name of the ETOPO file, as referenced in the ETOPO data file names table. Include the folder name in `filename` or place the file in the current folder or in a folder on the MATLAB path.

`[Z, refvec] = etopo({'etopo5.northern.bat', 'etopo5.southern.bat'}, ...)` reads the ETOPO data from the specified case-insensitive ETOPO5 ASCII data files. Place the files in the current folder or in a folder on the MATLAB path.

## Tips

### Supported ETOPO Data File Names

| Format           | Filenames                                                                                                                                                                                                                    |
|------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ETOPO1c (cell)   | <ul style="list-style-type: none"> <li>• etopo1_ice_c.flt</li> <li>• etopo1_bed_c.flt</li> <li>• etopo1_ice_c_f4.flt</li> <li>• etopo1_bed_c_f4.flt</li> <li>• etopo1_ice_c_i2.bin</li> <li>• etopo1_bed_c_i2.bin</li> </ul> |
| ETOPO2V2c (cell) | <ul style="list-style-type: none"> <li>• ETOP02V2c_i2_MSB.bin</li> <li>• ETOP02V2c_i2_LSB.bin</li> <li>• ETOP02V2c_f4_MSB.flt</li> <li>• ETOP02V2c_f4_LSB.flt</li> <li>• ETOP02V2c.hdf</li> </ul>                            |

**Supported ETOPO Data File Names (Continued)**

| <b>Format</b>   | <b>Filenames</b>                                                                                       |
|-----------------|--------------------------------------------------------------------------------------------------------|
| ETOP02 (2001)   | <ul style="list-style-type: none"> <li>• ETOP02.dos.bin</li> <li>• ETOP02.raw.bin</li> </ul>           |
| ETOP05 (binary) | <ul style="list-style-type: none"> <li>• ETOP05.DOS</li> <li>• ETOP05.DAT</li> </ul>                   |
| ETOP05 (ASCII)  | <ul style="list-style-type: none"> <li>• etopo5.northern.bat</li> <li>• etopo5.southern.bat</li> </ul> |

- For details on locating ETOPO data for download over the Internet, see the following documentation at the MathWorks Web site: “Finding Geospatial Data”.

**Definitions**

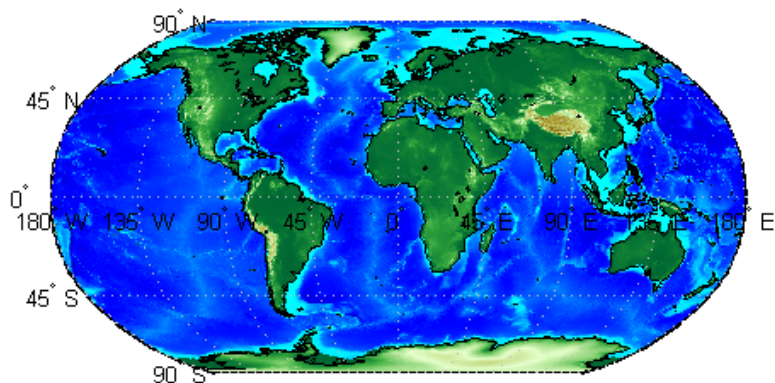
According to the National Geophysical Data Center (NGDC) Web site, ETOPO models combine regional and global land topography and ocean bathymetry data from many data sources. ETOPO1, the most recent model, has an Ice Surface version showing the top of the Antarctic and Greenland ice sheets and a Bedrock version showing the bedrock below the ice sheets. For detailed information about the data sources used to create the ETOPO1 model, see the NGDC Web site. NGDC lists the ETOPO2 and ETOPO5 models as deprecated but still available.

| <b>Model</b> | <b>Cell Size</b> | <b>Date Available</b> |
|--------------|------------------|-----------------------|
| ETOP01       | 1-arc-minute     | March 2009            |
| ETOP02v2     | 2-minute         | 2006                  |
| ETOP02       | 2-minute         | 2001                  |
| ETOP05       | 5-minute         | 1988                  |

**Examples**

Read and display ETOPO2V2c data from the file 'ETOP02V2c\_i2\_LSB.bin' downsampled to half-degree cell size and display the boundary of the land areas.

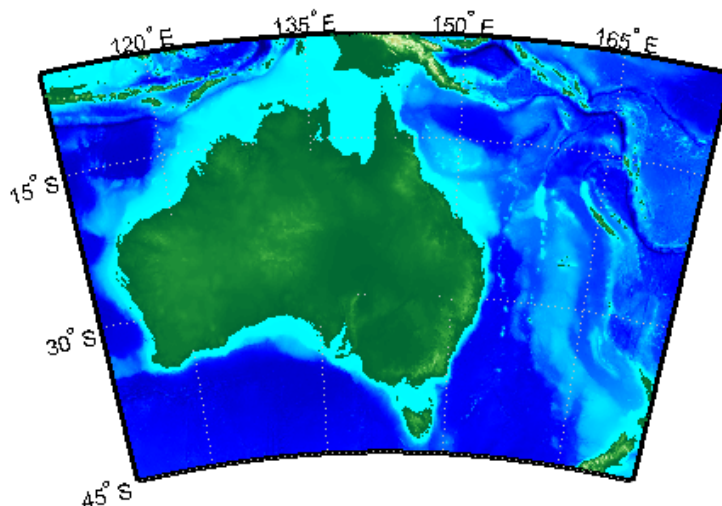
```
samplefactor = 15;
[Z, refvec] = etopo('ETOP02V2c_i2_LSB.bin', samplefactor);
figure
worldmap world
geoshow(Z, refvec, 'DisplayType', 'texturemap');
demcmap(Z, 256);
geoshow('landareas.shp', 'FaceColor', 'none', ...
        'EdgeColor', 'black');
```



Read and display ETOPO1 data for a region around Australia.

```
figure
worldmap australia
mstruct = gcm;
latlim = mstruct.maplatlimit;
lonlim = mstruct.maplonlimit;
[Z, refvec] = etopo('etopo1_ice_c.flt', 1, latlim, lonlim);
```

```
geoshow(Z, refvec, 'DisplayType', 'surface');  
demcmap(Z, 256);
```



## References

- [1] “2-minute Gridded Global Relief Data (ETOPO2v2),” U.S. Department of Commerce, National Oceanic and Atmospheric Administration, National Geophysical Data Center, 2006.
- [2] Amante, C. and B. W. Eakins, “ETOPO1 1 Arc-Minute Global Relief Model: Procedures, Data Sources and Analysis,” *NOAA Technical Memorandum NESDIS NGDC-24*, March 2009.
- [3] “Digital Relief of the Surface of the Earth,” *Data Announcement 88-MGG-02*, NOAA, National Geophysical Data Center, Boulder, Colorado, 1988.
- [4] “ETOPO2v2 Global Gridded 2-minute Database,” National Geophysical Data Center, National Oceanic and Atmospheric Administration, U.S. Dept. of Commerce.

**See Also**

[gtopo30](#) | [tbase](#) | [usgsdem](#)

## Purpose

Read global 5-min digital terrain data

## Syntax

---

**Note** etopo5 will be removed in a future version; use etopo instead.

---

```
[Z, refvec] = etopo5
[Z, refvec] = etopo5(samplefactor)
[[Z, refvec] = etopo5(samplefactor, latlim, lonlim)
[Z, refvec] = etopo5(folder, ...)
[Z, refvec] = etopo5(file, ...)
```

## Description

[Z, refvec] = etopo5 reads the topography data for the entire world for the data in the current folder. The current folder is searched first for ETOPO2 binary data, followed by ETOPO5 binary data, followed by ETOPO5 ASCII data from the file names etopo5.northern.bat and etopo5.southern.bat. Once a match is found the data is read. The data grid, Z, is returned as an array of elevations. Data values are in whole meters, representing the elevation of the center of each cell. refvec is the associated three-element referencing vector that geolocates Z.

[Z, refvec] = etopo5(samplefactor) reads the data for the entire world, downsampling the data by samplefactor. samplefactor is a scalar integer, which when equal to 1 gives the data at its full resolution (1080 by 4320 values). When samplefactor is an integer n greater than one, every n<sup>th</sup> point is returned. samplefactor must divide evenly into the number of rows and columns of the data file. If samplefactor is omitted or empty, it defaults to 1.

[[Z, refvec] = etopo5(samplefactor, latlim, lonlim) reads the data for the part of the world within the specified latitude and longitude limits. The limits of the desired data are specified as two-element vectors of latitude, latlim, and longitude, lonlim, in degrees. The elements of latlim and lonlim must be in ascending order. If latlim is empty the latitude limits are [-90 90]. lonlim must be specified in the range [0 360]. If lonlim is empty, the longitude limits are [0 360].



`[Z, refvec] = etopo5(folder, ...)` allows the path for the data file to be specified by `folder` rather than the current folder.

`[Z, refvec] = etopo5(file, ...)` reads the data from `file`, where `file` is a string or a cell array of strings containing the name or names of the data files.

ETOPO5 is being superseded by ETOPO2 and the TerrainBase digital terrain model. See the `tbase` external interface function for more information.

---

**Note** For details on locating map data for download over the Internet, see the following documentation at the MathWorks Web Site: “Finding Geospatial Data”.

---

## Examples

### Example 1

Read every tenth point in the data set:

```
% Read and display the ETOPO5 data from the folder 'etopo5'
% downsampled by a factor of 10.
[Z, refvec] = etopo5('etopo5',10);
axesm merc
geoshow(Z, refvec, 'DisplayType', 'surface');
demcmap(Z);
```

### Example 2

Read in data for Korea and Japan at the full resolution:

```
samplefactor = 1; latlim = [30 45]; lonlim = [115 145];
[Z,refvec] = etopo5(samplefactor,latlim,lonlim);
whos Z
```

| Name | Size    | Bytes  | Class        |
|------|---------|--------|--------------|
| Z    | 180x360 | 518400 | double array |

## See Also

`etopo` | `gtopo30` | `tbase` | `usgsdem`

# extractfield

---

**Purpose** Field values from structure array

**Syntax** `a = extractfield(s, name)`

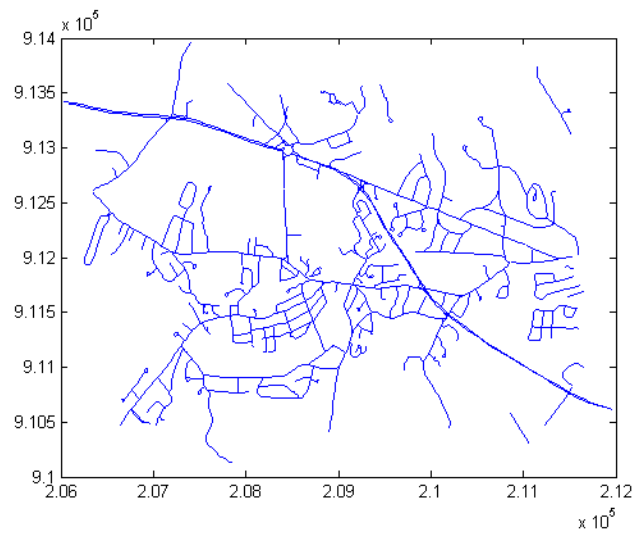
**Description** `a = extractfield(s, name)` returns the field values specified by the field named `name` into the 1-by-`n` output array `a`. `n` is the total number of elements in the field name of structure `s`, that is, `n = numel([s(:).(name)])`. `name` is a case-sensitive string defining the field name of the structure `s`. `a` is a cell array if any field values in the field name contain a string or if the field values are not uniform in type; otherwise `a` is the same type as the field values. The shape of the input field is not preserved in `a`.

**Examples**

```
% Plot the X, Y coordinates of the road's shape
roads = shaperead('concord_roads.shp');
plot(extractfield(roads, 'X'), extractfield(roads, 'Y'));

% Extract the names of the roads
roads = shaperead('concord_roads.shp');
names = extractfield(roads, 'STREETNAME');

% Extract a mix-type field into a cell array
S(1).Type = 0;
S(2).Type = logical(0);
mixedType = extractfield(S, 'Type');
```



**See Also**

`struct` | `shaperead`

# extractm

---

**Purpose** Coordinate data from line or patch display structure

**Compatibility** `extractm` will be removed in a future release. The use of display structures is not recommended. Use `geoshape` vectors instead.

**Syntax**

```
[lat,lon] = extractm(display_struct,object_str)
[lat,lon] = extractm(display_struct,object_strings)
[lat,lon] =
extractm(display_struct,object_strings,searchmethod)
[lat,lon] = extractm(display_struct)
[lat,lon,indx] = extractm(...)
mat = extractm(...)
```

**Description** `[lat,lon] = extractm(display_struct,object_str)` extracts latitude and longitude coordinates from those elements of `display_struct` having 'tag' fields that begin with the string specified by `object_str`. `display_struct` is a Mapping Toolbox display structure in which the 'type' field has a value of either 'line' or 'patch'. The output `lat` and `lon` vectors include NaNs to separate the individual map features. The comparison of 'tag' values is not case-sensitive.

`[lat,lon] = extractm(display_struct,object_strings)`, where `object_strings` is a character array or a cell array of strings, selects features with 'tag' fields matching any of several different strings. Character array objects will have trailing spaces stripped before matching.

`[lat,lon] = extractm(display_struct,object_strings,searchmethod)` controls the method used to match the values of the 'tag' field in `display_struct`. `searchmethod` can be one of three strings:

```
'strmatch'    Search for matches at the beginning of the tag
'findstr'    Search within the tag
'exact'      Search for exact matches. Note that when
              searchmethod is specified the search is
              case-sensitive.
```

`[lat,lon] = extractm(display_struct)` extracts all vector data from the input map structure.

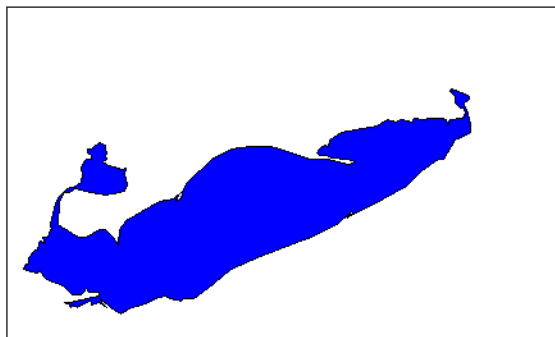
`[lat,lon,indx] = extractm(...)` also returns the vector `indx` identifying which elements of `display_struct` met the selection criteria.

`mat = extractm(...)` returns the vector data in a single matrix, where `mat = [lat lon]`.

## Examples

Extract the District of Columbia from the low-resolution U.S. vector data:

```
load greatlakes
[lat, lon] = extractm(greatlakes, 'Erie');
axesm mercator
geoshow(lat,lon, 'DisplayType','polygon', 'FaceColor','blue')
```



### Tips

A Version 1 display structure is a MATLAB structure that can contain line, patch, text, regular data grid, geolocated data grid, and certain other objects and fixed attributes. In Mapping Toolbox Version 2, a new data structure for vector geodata was introduced (called a *mapstruct* or a *geostruct*, depending on whether coordinates it contains are projected or unprojected). Geostructs and mapstructs have few required fields and can include any number of user-defined fields, giving them much greater flexibility to represent vector geodata. For information about the contents and format of display structures, see “Version 1 Display Structures” on page 1-184 in the reference page for `displaym`. For information about converting display structures to geographic data structures, see the reference page for `updategeostruct`, which performs such conversions.

### See Also

`displaym` | `extractfield` | `geoshow` | `mapshow` | `updategeostruct` | `mlayers` | `geoshape`

**Purpose** Project filled 3-D patch objects on map axes

**Syntax**

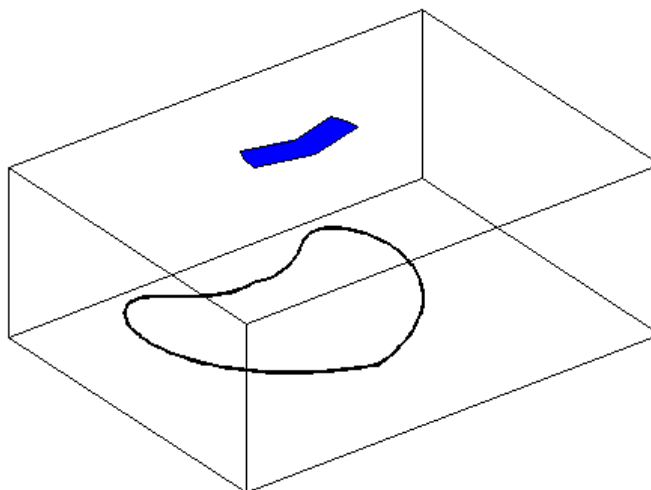
```
h = fill3m(lat,lon,z,cdata)
h = fill3m(lat,lon,z,PropertyName,PropertyValue,...)
```

**Description** `h = fill3m(lat,lon,z,cdata)` projects and displays any patch object with vertices defined by vectors `lat` and `lon` to the current map axes. The scalar `z` indicates the altitude plane at which the patch is displayed. The input `cdata` defines the patch face color. The patch handle or handles, `h`, can be returned.

`h = fill3m(lat,lon,z,PropertyName,PropertyValue,...)` allows any property name/property value pair supported by `patch` to be assigned to the `fill3m` object.

### Examples

```
lat = [30 15 0 0 0 15 30 30]';
lon = [-60 -60 -60 0 60 60 60 0]';
axesm bonne; framem
view(3)
fill3m(lat,lon,2,'b')
```



# fill3m

---

## **See Also**

`fillm` | `patchesm` | `patchm`



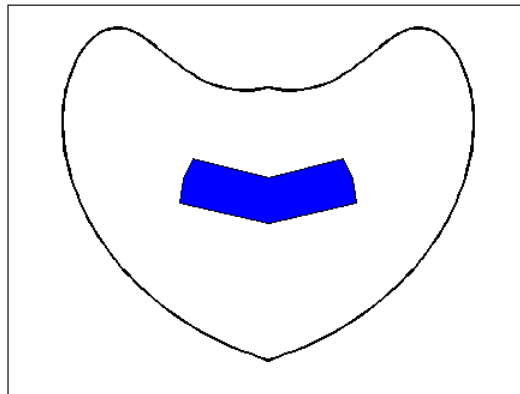
**Purpose** Project filled 2-D patch objects on map axes

**Syntax**  
`h = fillm(lat,lon,cdata)`  
`h = fillm(lat,lon,'PropertyName',PropertyValue,...)`

**Description** `h = fillm(lat,lon,cdata)` projects and displays any patch object with vertices defined by the vectors `lat` and `lon` to the current map axes. The input `cdata` defines the patch face color. The patch handle or handles, `h`, can be returned.

`h = fillm(lat,lon,'PropertyName',PropertyValue,...)` allows any property name/property value pair supported by `patch` to be assigned to the `fillm` object.

**Examples**  
`lat = [30 15 0 0 0 15 30 30]';`  
`lon = [-60 -60 -60 0 60 60 60 0]';`  
`axesm bonne; framem`  
`fillm(lat,lon,'b')`



**See Also** `filll3m` | `patchesm` | `patchm`

# filterm

---

**Purpose** Filter latitudes and longitudes based on underlying data grid

**Syntax**  
`[latout,lonout] = filterm(lat,lon,Z,R,allowed)`  
`[latout,lonout,indx] = filterm(lat,lon,Z,R,allowed)`

**Description** `[latout,lonout] = filterm(lat,lon,Z,R,allowed)` filters a set of latitudes and longitudes to include only those data points which have a corresponding value in `Z` equal to `allowed`. `R` can be a geographic raster reference object, a referencing vector, or a referencing matrix.

If `R` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If `R` is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If `R` is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to or from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If `R` is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. Nearest-neighbor interpolation is used by default. NaN is returned for points outside the grid limits or for which `lat` or `lon` contain NaN. All angles are in units of degrees.

`[latout,lonout,indx] = filterm(lat,lon,Z,R,allowed)` also returns the indices of the included points.

**Examples** Filter a random set of 100 geographic points. Use the `topo` map for starters:

```
load topo
```

Then generate 100 random points:

```
lat = -90+180*rand(100,1);  
long = -180+360*rand(100,1);
```

Make a land map, which is 1 where `topo>0` elevation:

```
land = topo>0;  
[newlat,newlong] = filterm(lat,long,land,topolegend,1);  
size(newlat)
```

```
ans =  
    15     1
```

15 of the 100 random points fall on *land*.

## See Also

`imbedm` | `hista` | `histr`

# findm

---

**Purpose** Latitudes and longitudes of nonzero data grid elements

**Syntax**

```
[lat,lon] = findm(Z,R)
[lat,lon] = findm(latz,lonz,Z)
[lat,lon,val] = findm(...)
mat = findm(...)
```

**Description** `[lat,lon] = findm(Z,R)` computes the latitudes and longitudes of the nonzero elements of a regular data grid, `Z`. `R` can be a geographic raster reference object, a referencing vector, or a referencing matrix.

If `R` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If `R` is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If `R` is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to or from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If `R` is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. Nearest-neighbor interpolation is used by default. NaN is returned for points outside the grid limits or for which `lat` or `lon` contain NaN. All angles are in units of degrees.

`[lat,lon] = findm(latz,lonz,Z)` returns the latitudes and longitudes of the nonzero elements of a geolocated data grid `Z`, which is an `M`-by-`N` logical or numeric array. Typically `latz` and `lonz` are `M`-by-`N` latitude-longitude arrays, but `latz` may be a latitude vector of length `M` and `lonz` may be a longitude vector of length `N`.

`[lat,lon,val] = findm(...)` returns the values of the nonzero elements of `Z`, in addition to their locations.

`mat = findm(...)` returns a single output, where `mat = [lat lon]`.

This function works in two modes: with a regular data grid and with a geolocated data grid.

## Examples

The data grid can be the result of a logical operation. For instance, you can find all locations with elevations greater than 5500 meters.

```
load topo
[lat, lon] = findm((topo>5500),topolegend);
[lat lon]

ans =
    34.5000    79.5000
    34.5000    80.5000
    30.5000    84.5000
    28.5000    86.5000
```

These points are in the Himalayas. Find the grid values at these locations with `setpostn`:

```
heights = topo(setpostn(topo,topolegend,lat,lon))

heights =
    5559
    5515
    5523
    5731
```

Use a regular data grid to retrieve the elevations from `setpostn`.

## See Also

`find`

# fipsname

---

- Purpose** Read Federal Information Processing Standard (FIPS) name file used with TIGER thinned boundary files
- Compatibility** `fipsname` will be removed in a future release. More recent TIGER/Line data sets are available in shapefile format and can be imported using `shaperead`.
- Syntax**  
`struc = fipsname`  
`struc = fipsname(filename)`
- Description**  
`struc = fipsname` opens a file selection window to pick the file, reads the FIPS codes, and returns them in a structure.  
`struc = fipsname(filename)` reads the specified file.
- Background** The TIGER thinned boundary files provided by the U.S. Census use FIPS codes to identify geographic entities. This function reads the FIPS files as provided with the TIGER files. These files generally have names of the format `_name.dat`.
- Tips** The FIPS name files, along with TIGER thinned boundary files, are available over the Internet.
- Examples**  
`struc = fipsname('st_name.dat')`  
  
`struc =`  
`1x57 struct array with fields:`  
`name`  
`id`  
  
`s(1)`  
  
`ans =`  
`name: 'Alabama'`  
`id: 1`

---

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Eccentricity of ellipse from flattening                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Syntax</b>      | <code>ecc = flat2ecc(f)</code><br><code>ecc = flat2ecc(f)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Description</b> | <p><code>ecc = flat2ecc(f)</code> computes the eccentricity of an ellipse (or ellipsoid of revolution) given its flattening <code>f</code>. Except when the input has 2 columns (or is a row vector), each element is assumed to be a flattening and the output <code>ecc</code> has the same size as <code>f</code>.</p> <p><code>ecc = flat2ecc(f)</code>, where <code>f</code> has two columns (or is a row vector), assumes that the second column is a flattening, and a column vector is returned.</p> |
| <b>See Also</b>    | <code>axes2ecc</code>   <code>ecc2flat</code>   <code>n2ecc</code>                                                                                                                                                                                                                                                                                                                                                                                                                                           |

# flatearthpoly

---

**Purpose** Insert points along date line to pole

**Syntax**  
`[latf,lonf] = flatearthpoly(lat,lon)`  
`[latf,lonf] = flatearthpoly(lat,lon,longitudeOrigin)`

**Description** `[latf,lonf] = flatearthpoly(lat,lon)` trims NaN-separated polygons specified by the latitude and longitude vectors `lat` and `lon` to the limits `[-180 180]` in longitude and `[-90 90]` in latitude, inserting straight segments along the  $\pm 180$ -degree meridians and at the poles. Inputs and outputs are in degrees.

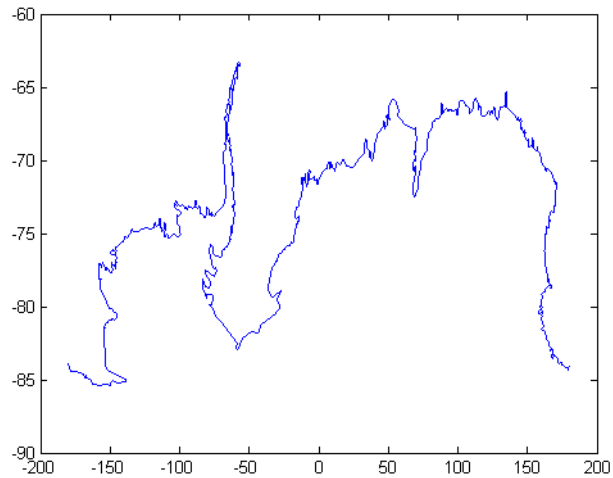
`[latf,lonf] = flatearthpoly(lat,lon,longitudeOrigin)` centers the longitude limits on the longitude specified by the scalar `longitudeOrigin`.

**Tips** The polygon topology for the input vectors must be valid. This means that vertices for outer rings (main polygon or “island” polygons) must be in clockwise order, and any inner rings (“lakes”) must run in counterclockwise order for the function to work properly. You can use the `ispolycw` function to check whether or not your `lat`, `lon` vectors meet this criterion, and the `poly2cw` and `poly2ccw` functions to correct any that run in the wrong direction.

**Examples** Vector data for geographic objects that encompass a pole will inevitably encounter or cross the date line. While the toolbox properly displays such polygons, they can cause problems for functions like the polygon intersection and Boolean operations that work with Cartesian coordinates. When these polygons are treated as Cartesian coordinates, the date line crossing results in a spurious line segment, and the polygon displayed as a patch does not have the interior filled correctly.

```
antarctica = shaperead('landareas', 'UseGeoCoords', true,...  
    'Selector', {@(name) strcmp(name,'Antarctica'), 'Name'});  
figure; plot(antarctica.Lon, antarctica.Lat); ylim([-100 -60])
```



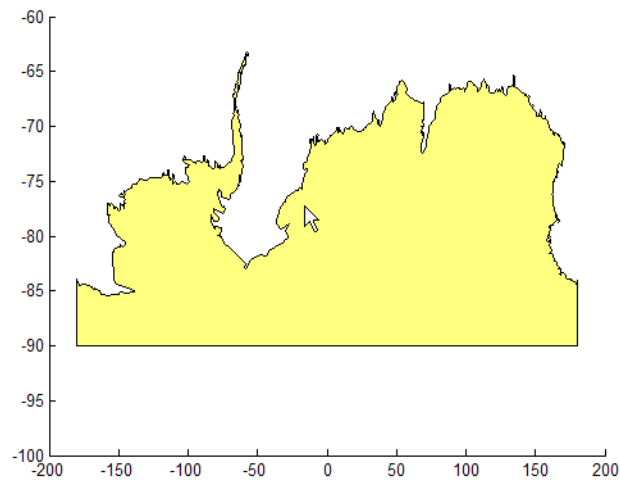


The polygons can be reformatted more appropriately for Cartesian coordinates using the `flatearthpoly` function. The result resembles a map display on a cylindrical projection. The polygon meets the date line, drops down to the pole, sweeps across the longitudes at the pole, and follows the date line up to the other side of the date line crossing.

```
[latf, lonf] = flatearthpoly(antarctica.Lat', antarctica.Lon');  
figure; mapshow(lonf, latf, 'DisplayType', 'polygon')  
ylim([-100 -60])  
xlim([-200 200])  
axis square
```

# flatearthpoly

---



## See Also

`ispolycw` | `maptrim` | `poly2cw` | `poly2ccw`

**Purpose** Toggle and control display of map frame

**Syntax**

```
framem
framem('on')
framem('off')
framem('reset')
framem(linespec)
framem(PropertyName,PropertyValue,...)
```

**Description** `framem` toggles the visibility of the map frame by setting the map axes property `Frame` to 'on' or 'off'. The default setting for map axes is 'off'.

`framem('on')` sets the map axes property `Frame` to 'on'.

`framem('off')` sets the map axes property `Frame` to 'off'.

When called with the string argument 'off', the map axes property `Frame` is set to 'off'.

`framem('reset')` resets the entire frame using the current properties. This is essentially a *refresh* option.

`framem(linespec)` sets the map axes `FEdgeColor` property to the color component of any *linespec* string recognized by the MATLAB line function.

`framem(PropertyName,PropertyValue,...)` sets the appropriate map axes properties to the desired values. These property names and values are described on the `axesm` reference page.

## Tips

- You can also create or alter map frame properties using the `axesm` or `setm` functions.
- By default the Clipping property is set to 'off'. Override this setting with the following code:

```
hgrat = gridm('on');
set(hgrat,'Clipping','on')
```

# framem

---

## See Also

[axesm](#) | [setm](#)

**Purpose** Convert angles from degrees

**Syntax** `[angle1, angle2, ...] = fromDegrees(toUnits, angle1InDegrees, angle2InDegrees, ...)`

**Description** `[angle1, angle2, ...] = fromDegrees(toUnits, angle1InDegrees, angle2InDegrees, ...)` converts `angle1InDegrees`, `angle2InDegrees`, ... from degrees to the specified output ("to") angle units. `toUnits` can be either 'degrees' or 'radians' and may be abbreviated. The inputs `angle1InDegrees`, `angle2InDegrees`, ... and their corresponding outputs are numeric arrays of various sizes, with `size(angleN)` matching `size(angleNInDegrees)`.

**See Also** `degtorad` | `fromRadians` | `toDegrees` | `toRadians`

# fromRadians

---

**Purpose** Convert angles from radians

**Syntax** `[angle1, angle2, ...] = fromRadians(toUnits,  
angle1InRadians,  
angle2InRadians, ...)`

**Description** `[angle1, angle2, ...] = fromRadians(toUnits,  
angle1InRadians, angle2InRadians, ...)` converts  
`angle1InRadians, angle2InRadians, ...` from radians to the  
specified output ("to") angle units. `toUnits` can be either 'degrees' or  
'radians' and may be abbreviated. The inputs `angle1InRadians,`  
`angle2InRadians, ...` and their corresponding outputs are  
numeric arrays of various sizes, with `size(angleN)` matching  
`size(angleNInRadians)`.

**See Also** `fromDegrees | radtodeg | toDegrees | toRadians`

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Center and radius of great circle                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Syntax</b>      | <pre>[lat,lon,radius] = gc2sc(lat0,lon0,az) [lat,lon,radius] = gc2sc(lat0,lon0,az,angleunits) mat = gc2sc(...)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Description</b> | <p><code>[lat,lon,radius] = gc2sc(lat0,lon0,az)</code> converts a great circle from great circle notation (i.e., lat, lon, azimuth, where (lat, lon) is on the circle) to small circle notation (i.e., lat, lon, radius, where (lat, lon) is the center of the circle and the radius is 90 degrees, which is a definition of a great circle). A great circle has two centers and one is chosen arbitrarily. The other is its antipode. All inputs and outputs are in units of degrees.</p> <p><code>[lat,lon,radius] = gc2sc(lat0,lon0,az,angleunits)</code> uses the string <code>angleunits</code> to specify the angle units of the inputs and outputs. <code>angleunits</code> can equal either <code>'degrees'</code> or <code>'radians'</code>.</p> <p><code>mat = gc2sc(...)</code> returns a single output, where <code>mat = [lat lon radius]</code>.</p> |
| <b>Definitions</b> | <p>A <i>small circle</i> is the intersection of a plane with the surface of a sphere. A <i>great circle</i> is a small circle with a radius of 90°.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Examples</b>    | <p>Represent a great circle passing through (25°S,70°W) on an azimuth of 45° as a small circle:</p> <pre>[lat,lon,radius] = gc2sc(-25,-70,45)  lat =     -39.8557 lon =     42.9098 radius =     90</pre> <p>A great circle always bisects the sphere. As a demonstration of this statement, consider the Equator, which passes through any point with</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

a latitude of  $0^\circ$  and proceeds on an azimuth of  $90^\circ$  or  $270^\circ$ . Represent the Equator as a small circle:

```
[lat, lon, radius] = gc2sc(0, -70, 270)
```

```
lat =  
    90  
lon =  
 -145.9638  
radius =  
    90
```

Not surprisingly, the small circle is centered on the North Pole. As always at the poles, the longitude is arbitrary because of the convergence of the meridians.

Note that the center coordinates returned by this function always lead to one of two possibilities. Since the great circle bisects the sphere, the antipode of the returned point is also a center with a radius of  $90^\circ$ . In the above example, the South Pole would also be a suitable center for the Equator in a small circle.

**See Also**

[antipode](#) | [crossfix](#) | [gcxgc](#) | [gcxsc](#) | [rhxrh](#)



|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Current map projection structure                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Syntax</b>      | <pre>mstruct = gcm mstruct = gcm(hndl)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Description</b> | <p><code>mstruct = gcm</code> returns the map axes <i>map structure</i>, which contains the settings for all the current map axes properties.</p> <p><code>mstruct = gcm(hndl)</code> specifies the map axes by axes handle.</p>                                                                                                                                                                                                                                                                                                                                                  |
| <b>Examples</b>    | <p>Establish a map axes with default values, then look at the structure:</p> <pre>axesm mercator mstruct = gcm  mstruct =   mapprojection: 'mercator'       zone: []       angleunits: 'degrees'       aspect: 'normal' falsenorthing: 0 falseeasting: 0   fixedorient: []       geoid: [1 0]   maplatlimit: [-86 86]   maplonlimit: [-180 180] mapparallels: 0   nparallels: 1       origin: [0 0 0] scalefactor: 1       trimlat: [-86 86]       trimlon: [-180 180]       frame: 'off'       ffill: 100   fedgecolor: [0 0 0]   ffacecolor: 'none'   flatlimit: [-86 86]</pre> |

```
    flinewidth: 2
      flonlimit: [-180 180]
        grid: 'off'
          galtitude: Inf
            gcolor: [0 0 0]
              glinestyle: ':'
                glinewidth: 0.5000
mlineexception: []
  mlinefill: 100
    mlinelimit: []
      mlinelocation: 30
        mlinevisible: 'on'
plineexception: []
  plinefill: 100
    plinelimit: []
      plinelocation: 15
        plinevisible: 'on'
          fontangle: 'normal'
            fontcolor: [0 0 0]
              fontname: 'Helvetica'
                fontsize: 10
                  fontunits: 'points'
                    fontweight: 'normal'
                      labelformat: 'compass'
                        labelrotation: 'off'
                          labelunits: 'degrees'
                            meridianlabel: 'off'
mlabellocation: 30
mlabelparallel: 86
  mlabelround: 0
    parallellabel: 'off'
plabellocation: 15
plabelmeridian: -180
  plabelround: 0
```

**Tips**

You create map structure properties with the `axesm` function. You can query them with the `getm` function and modify them with the `setm` function.

**See Also**

`axesm` | `getm` | `setm`

**Purpose** Current mouse point from map axes

**Syntax**  
`pt = gcpmap`  
`pt = gcpmap(hndl)`

**Description** `pt = gcpmap` returns the current point (the location of last button click) of the current map axes in the form [latitude longitude z-altitude].  
`pt = gcpmap(hndl)` specifies the map axes in question by its handle.

**Tips** `gcpmap` works much like the standard MATLAB function `get(gca, 'CurrentPoint')`, except that the returned matrix is in [lat lon z], not [x y z].

You must use `view(2)` and an ordinary projection (not the Globe projection) when working with the `gcpmap` function.

The `CurrentPoint` property is updated whenever a button-click event occurs in a MATLAB figure window. The pointer does not have to be within the axes, or even the figure window. Coordinates with respect to the requested axes are returned regardless of the pointer location. Likewise, `gcpmap` will return values that may look reasonable whether the current point is within the graticule bounds or not, and thus must be used with care.

**Examples** Set up a map axes with a graticule and display a world map:

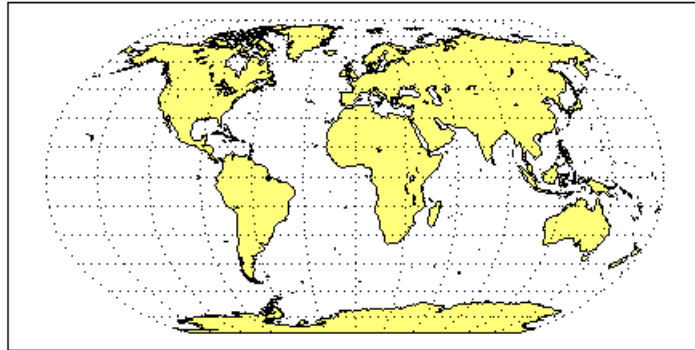
```
axesm robinson
gridm on
geoshow('landareas.shp')
```

Click somewhere near Boston, Massachusetts to obtain a current point:

```
pt = gcpmap
pt =
    44.171    -69.967         2
```

```
44.171    -69.967    0  
whos
```

| Name | Size | Bytes | Class        | Attributes |
|------|------|-------|--------------|------------|
| pt   | 2x3  | 48    | double array |            |



## See Also

`inputm`

## How To

- [Axes Properties](#)

## Purpose

Equally spaced waypoints along great circle

## Syntax

```
[lat,lon] = gcwaypts(lat1,lon1,lat2,lon2)
[lat,lon] = gcwaypts(lat1,lon1,lat2,lon2,nlegs)
pts = gcwaypts(lat1,lon1,lat2,lon2...)
```

## Description

`[lat,lon] = gcwaypts(lat1,lon1,lat2,lon2)` returns the coordinates of equally spaced points along a great circle path connecting two endpoints, `(lat1,lon1)` and `(lat2,lon2)`.

`[lat,lon] = gcwaypts(lat1,lon1,lat2,lon2,nlegs)` specifies the number of equal-length track legs to calculate. `nlegs+1` output points are returned, since a final endpoint is required. The default number of legs is 10.

`pts = gcwaypts(lat1,lon1,lat2,lon2...)` packs the outputs, which are otherwise two-column vectors, into a two-column matrix of the form `[latitude longitude]`. This format for successive waypoints along a navigational track is called *navigational track format* in this guide. See the [navigational track format reference page](#) in this section for more information.

## Background

This is a navigational function. It assumes that all latitudes and longitudes are in degrees.

In navigational practice, great circle paths are often approximated by rhumb line segments. This is done to come reasonably close to the shortest distance between points without requiring course changes too frequently. The `gcwaypts` function provides an easy means of finding waypoints along a great circle path that can serve as endpoints for rhumb line segments (track legs).

## Examples

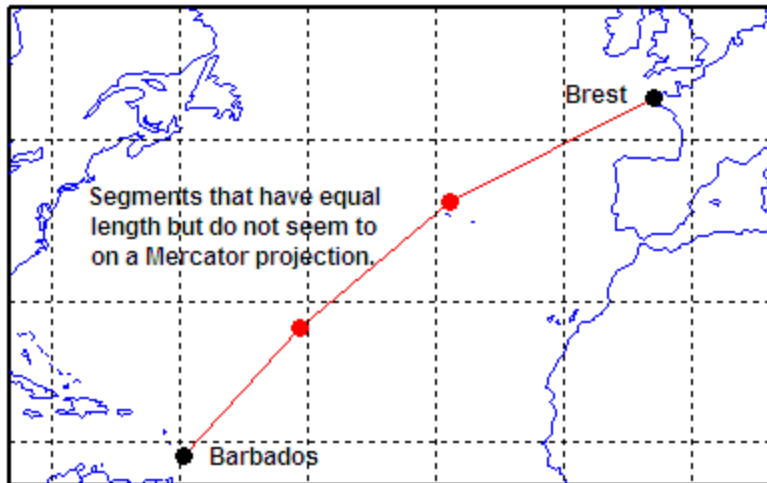
Imagine you own a sailing yacht and are planning a voyage from North Point, Barbados (13.33° N,59.62°W), to Brest, France (48.36°N,4.49°W). To divide the track into three equal-length segments,

```
figure('color','w');
ha = axesm('mapproj','mercator',...
```

```

    'maplatlim',[10 55],'maplonlim',[-80 10],...
    'MLineLocation',15,'PLineLocation',15);
axis off, gridm on, framem on;
load coast;
hg = geoshow(lat,long,'displaytype','line','color','b');
% Define point locations for Barbados and Brest
barbados = [13.33 -59.62];
brest = [48.36 -4.49];
[l,g] = gcwaypts(barbados(1),barbados(2),brest(1),brest(2),3);
geoshow(l,g,'displaytype','line','color','r',...
    'markeredgecolor','r','markerfacecolor','r','marker','o');
geoshow(barbados(1),barbados(2),'DisplayType','point',...
    'markeredgecolor','k','markerfacecolor','k','marker','o')
geoshow(brest(1),brest(2),'DisplayType','point',...
    'markeredgecolor','k','markerfacecolor','k','marker','o')

```

**See Also**

[dreckon](#) | [legs](#) | [navfix](#) | [track](#)

**Purpose** Intersection points for pairs of great circles

**Syntax** `[newlat,newlong] = gcxgc(lat1,long1,az1,lat2,long2,az2)`  
`[newlat,newlong] =`  
`gcxgc(lat1,long1,az1,lat2,long2,az2,units)`

**Description** `[newlat,newlong] = gcxgc(lat1,long1,az1,lat2,long2,az2)` returns the two intersection points of pairs of great circles input in *great circle notation*. When the two great circles are identical (which is not, in general, apparent by inspection), two NaNs are returned instead and a warning is displayed. For multiple pairings, the inputs must be column vectors.

`[newlat,newlong] =`  
`gcxgc(lat1,long1,az1,lat2,long2,az2,units)` specifies the standard angle unit string. The default value is 'degrees'.

For any pair of great circles, there are two possible intersection conditions: the circles are identical or they intersect exactly twice on the sphere.

*Great circle notation* consists of a point on the great circle and the azimuth at that point along which the great circle proceeds.

**Examples** Given a great circle passing through (10°N,13°E) and proceeding on an azimuth of 10°, where does it intersect with a great circle passing through (0°, 20°E), on an azimuth of -23° (that is, 337°)?

```
[newlat,newlong] = gcxgc(10,13,10,0,20,-23)
```

```
newlat =  
    14.3105   -14.3105  
newlong =  
    13.7838  -166.2162
```

Note that the two intersection points are always antipodes of each other. As a simple example, consider the intersection points of two meridians, which are just great circles with azimuths of 0° or 180°:



```
[newlat,newlong] = gcxgc(10,13,0,0,20,180)
```

```
newlat =  
    -90    90  
newlong =  
   -174.4504   12.5094
```

The two meridians intersect at the North and South Poles, which is exactly correct.

**See Also**

[antipode](#) | [gc2sc](#) | [scxsc](#) | [gcxsc](#) | [rhxrh](#) | [crossfix](#) | [polyxpoly](#)

**Purpose**

Intersection points for great and small circle pairs

**Syntax**

```
[newlat,newlong] = gcxsc(gclat,gclong,gcaz,sclat,sclong,scrangle)
[newlat,newlong] = gcxsc(...,units)
```

**Description**

[newlat,newlong] = gcxsc(gclat,gclong,gcaz,sclat,sclong,scrangle) returns the points of intersection of a great circle in *great circle notation* followed by a small circle in *small circle notation*. For multiple pairings, the inputs must be column vectors. The results are two-column matrices with the coordinates of the intersection points. If the circles do not intersect, or are identical, two NaNs are returned and a warning is displayed. If the two circles are tangent, the single intersection point is repeated twice.

[newlat,newlong] = gcxsc(...,units) specifies the standard angle unit string. The default value is 'degrees'.

For a pairing of a great circle with a small circle, there are four possible intersection conditions: the circles are identical (possible because great circles are a subset of small circles), they do not intersect, they are tangent to each other (the small circle interior to the great circle) and hence they intersect once, or they intersect twice.

*Great circle notation* consists of a point on the great circle and the azimuth at that point along which the great circle proceeds.

*Small circle notation* consists of a center point and a radius in units of angular arc length.

**Examples**

Given a great circle passing through (43°N,0°) and proceeding on an azimuth of 10°, where does it intersect with a small circle centered at (47°N,3°E) with an arc length radius of 12°?

```
[newlat,newlong] = gcxsc(43,0,10,47,3,12)
```

```
newlat =
    35.5068    58.9143
newlong =
   -1.6159     5.4039
```

**See Also**

gc2sc | gcxgc | scxsc | rhxrh | crossfix | polyxpoly

# geocentric2geodeticLat

---

**Purpose** Convert geocentric to geodetic latitude

**Compatibility** `geocentric2geodeticLat` will be removed in a future release. Use `geodeticLatitudeFromGeocentric` instead.

**Syntax** `phiI = geocentric2geodeticlat(ecc, phi_g)`

**Description** `phiI = geocentric2geodeticlat(ecc, phi_g)` converts an array of geocentric latitude in radians, `phi_g`, to geodetic latitude in radians, `phiI`, on a reference ellipsoid with first eccentricity `ecc`.

**See Also** `geodeticLatitudeFromGeocentric`

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>         | Convert geodetic to geocentric latitude                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Syntax</b>          | <pre>psi = geocentricLatitude(phi,F) psi = geocentricLatitude(phi,F,angleUnit)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Description</b>     | <p><code>psi = geocentricLatitude(phi,F)</code> returns the geocentric latitude corresponding to geodetic latitude <code>phi</code> on an ellipsoid with flattening <code>F</code>.</p> <p><code>psi = geocentricLatitude(phi,F,angleUnit)</code> specifies the units of input <code>phi</code> and output <code>psi</code>.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Input Arguments</b> | <p><b>phi - Geodetic latitude of one or more points</b><br/>scalar value, vector, matrix, or N-D array</p> <p>Geodetic latitude of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument <code>angleUnit</code>, if supplied, and in degrees, otherwise.</p> <p><b>Data Types</b><br/>single   double</p> <p><b>F - Flattening of reference spheroid</b><br/>scalar</p> <p>Flattening of reference spheroid, specified as a scalar value.</p> <p><b>Data Types</b><br/>double</p> <p><b>angleUnit - Unit of measurement for angle</b><br/>'degrees' (default)   'radians'</p> <p>Unit of measurement for angle, specified as the text string 'degrees' or 'radians'.</p> <p><b>Data Types</b><br/>char</p> |

# geocentricLatitude

---

## Output Arguments

### **psi - Geocentric latitudes of one or more points**

scalar value, vector, matrix, or N-D array

Geocentric latitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Values are in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

## Examples

### **Convert Geodetic Latitude to Geocentric Latitude**

Create a reference ellipsoid and then convert the geodetic latitude to geocentric latitude. The reference ellipsoid contains a flattening factor.

```
s = wgs84Ellipsoid;  
  
geocentricLatitude(45, s.Flattening)  
  
ans =  
  
    44.8076
```

### **Convert Geodetic Latitude Expressed in Radians to Geocentric Latitude**

Create a reference ellipsoid and then convert a geodetic latitude expressed in radians to geocentric latitude. The reference ellipsoid contains a flattening factor.

```
s = wgs84Ellipsoid;  
  
geocentricLatitude(pi/3, s.Flattening, 'radians')  
  
ans =  
  
    1.0443
```

## See Also

[geodeticLatitudeFromGeocentric](#) | [parametricLatitude](#)  
| [map.geodesy.AuthalicLatitudeConverter](#) |  
[map.geodesy.ConformalLatitudeConverter](#) |

`map.geodesy.IsometricLatitudeConverter |`  
`map.geodesy.RectifyingLatitudeConverter`

# oblateSpheroid

---

**Purpose** Oblate ellipsoid of revolution

**Description** An oblate spheroid object encapsulates the interrelated intrinsic properties of an oblate ellipsoid of revolution. An oblate spheroid is symmetric about its polar axis and flattened at the poles, and includes the perfect sphere as a special case.

**Construction** `S = oblateSpheroid` returns an oblate spheroid object.

## Properties

### SemimajorAxis

Equatorial radius of spheroid,  $a$

When set to a new value, the `SemiminorAxis` property scales as needed to preserve the shape of the spheroid and the values of shape-related properties including `InverseFlattening` and `Eccentricity`.

The only way to change the `SemimajorAxis` property is to set it directly.

**DataType:** Positive, finite scalar.

**Default:** 1

### SemiminorAxis

Distance from center of spheroid to pole,  $b$

The value is always less than or equal to `SemimajorAxis` property. When set to a new value, the `SemimajorAxis` property remains unchanged, but the shape of the spheroid changes, which is reflected in changes in the values of `InverseFlattening`, `Eccentricity`, and other shape-related properties.

**DataType:** Nonnegative, finite scalar.

**Default:** 0

### InverseFlattening



Reciprocal of flattening.

$1/f = a / (a - b)$ , where  $a$  and  $b$  are the semimajor and semiminor axes. A value of  $1/f = \text{Inf}$  designates a perfect sphere. As  $1/f$  value approaches 1, the spheroid approaches a flattened disk. When set to a new value, other shape-related properties are updated, including `Eccentricity`. The `SemimajorAxis` value is unaffected by changes to  $1/f$ , but the value of the `SemiminorAxis` property adjusts to reflect the new shape.

**DataType:** Positive scalar in the interval  $[1 \text{ Inf}]$ .

**Default:** 1

### **Eccentricity**

First eccentricity of spheroid,  $\text{ecc} = \sqrt{a^2 - b^2} / a$

It is the normalized distance from the center to foci in the meridional plane. A value of 0 designates a perfect sphere. When set to a new value, other shape-related properties update, including `InverseFlattening`. The `SemimajorAxis` value is unaffected by changes to  $\text{ecc}$ , but the value of the `SemiminorAxis` property adjusts to reflect the new shape.

**DataType:** Nonnegative scalar less than or equal to 1.

**Default:** 1

### **Flattening**

Flattening of spheroid

$f = (a - b) / a$ , where  $a$  and  $b$  are semimajor and semiminor axes of spheroid.

**Access:** Read only

### **ThirdFlattening**

Third flattening of spheroid

# oblateSpheroid

---

$n = (a-b)/(a+b)$ , where  $a$  and  $b$  are the semimajor and semiminor axes of spheroid.

**Access:** Read only

## **MeanRadius**

Mean radius of spheroid,  $(2*a+b)/3$

The **MeanRadius** property uses the same unit of length as the **SemimajorAxis** and **SemiminorAxis** properties.

**Access:** Read only

## **SurfaceArea**

Surface area of spheroid

The **SurfaceArea** is expressed in units of area consistent with the unit of length used for the **SemimajorAxis** and **SemiminorAxis** properties.

**Access:** Read only

## **Volume**

Volume of spheroid

The **Volume** is expressed in units of volume consistent with the unit of length used for the **SemimajorAxis** and **SemiminorAxis** properties.

**Access:** Read only

---

**Note** When you define a spheroid in terms of semimajor and semiminor axes (rather than semimajor axis and inverse flattening or semimajor axis and eccentricity), a small loss of precision in the last few digits of  $f$ ,  $ecc$ , and  $n$  is possible. This is unavoidable, but does not affect the results of practical computation.

---

## Methods

|                            |                                                     |
|----------------------------|-----------------------------------------------------|
| <code>ecef2geodetic</code> | Transform geocentric (ECEF) to geodetic coordinates |
| <code>ecefOffset</code>    | Cartesian ECEF offset between geodetic positions    |
| <code>geodetic2ecef</code> | Transform geodetic to geocentric (ECEF) coordinates |

## Copy Semantics

Value. To learn how value classes affect copy operations, see [Copying Objects](#).

## Examples

### Create GRS 80 ellipsoid

Create a GRS 80 ellipsoid using the `oblateSpheroid` class.

Start with a unit sphere by default.

```
s = oblateSpheroid
```

```
s =
```

oblateSpheroid with defining properties:

```
SemimajorAxis: 1
SemiminorAxis: 1
InverseFlattening: Inf
Eccentricity: 0
```

and additional properties:

```
Flattening
ThirdFlattening
MeanRadius
SurfaceArea
Volume
```

# oblateSpheroid

---

Reset the semimajor axis to match the equatorial radius of the GRS 80 reference ellipsoid.

```
s.SemimajorAxis = 6378137
```

```
s =
```

```
oblateSpheroid with defining properties:
```

```
    SemimajorAxis: 6378137  
    SemiminorAxis: 6378137  
InverseFlattening: Inf  
    Eccentricity: 0
```

```
and additional properties:
```

```
    Flattening  
    ThirdFlattening  
    MeanRadius  
    SurfaceArea  
    Volume
```

The result is a sphere with radius 6,378,137 meters.

Reset the inverse flattening to the standard value for GRS 80, resulting in an oblate spheroid with a semiminor axis consistent with the value, 6,356,752.3141, tabulated in DMA Technical Memorandum 8358.1, "Datums, Ellipsoids, Grids, and Grid Reference Systems."

```
s.InverseFlattening = 298.257222101
```

```
s =
```

```
oblateSpheroid with defining properties:
```

```
    SemimajorAxis: 6378137  
    SemiminorAxis: 6356752.31414036  
InverseFlattening: 298.257222101
```

Eccentricity: 0.0818191910428158

and additional properties:

Flattening  
ThirdFlattening  
MeanRadius  
SurfaceArea  
Volume

## See Also

[referenceEllipsoid](#) | [referenceSphere](#)

# oblateSpheroid.geodetic2ecef

---

**Purpose** Transform geodetic to geocentric (ECEF) coordinates

**Syntax** `[X,Y,Z] = geodetic2ecef(spheroid,lat,lon,h)`  
`[X,Y,Z] = geodetic2ecef( __ , angleUnit)`

**Description** `[X,Y,Z] = geodetic2ecef(spheroid,lat,lon,h)` returns Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian coordinates corresponding to geodetic coordinates `lat`, `lon`, `h`. Any of the three numerical arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

`[X,Y,Z] = geodetic2ecef( __ , angleUnit)` adds `angleUnit` which specifies the units of inputs `lat` and `lon`.

**Input Arguments** **spheroid - Reference spheroid**  
scalar referenceEllipsoid | oblateSpheroid | referenceSphere object

Reference spheroid, specified as a scalar referenceEllipsoid, oblateSpheroid, or referenceSphere object.

**lat - Geodetic latitudes**  
scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**  
single | double

**lon - Longitudes**  
scalar value | vector | matrix | N-D array

Longitudes of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

## Data Types

single | double

## **h - Ellipsoidal heights**

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

## Data Types

single | double

## **angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

## Data Types

char

## Output Arguments

### **X - ECEF x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the LengthUnit property of the spheroid object.

### **Y - ECEF y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the LengthUnit property of the spheroid object.

### **Z - ECEF z-coordinates**

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D

# oblateSpheroid.geodetic2ecef

---

array. Units are determined by the LengthUnit property of the spheroid object.

## See Also

[oblateSpheroid.ecef2geodetic](#) | [oblateSpheroid.ecefOffset](#)



## Purpose

Transform geocentric (ECEF) to geodetic coordinates

## Syntax

```
[lat,lon,h] = ecef2geodetic(spheroid,X,Y,Z)  
[lat,lon,h] = ecef2geodetic(___, angleUnit)
```

## Description

[lat,lon,h] = ecef2geodetic(spheroid,X,Y,Z) returns geodetic coordinates corresponding to coordinates X, Y, Z in an Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian system. Any of the three numerical arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

[lat,lon,h] = ecef2geodetic(\_\_\_, angleUnit) adds angleUnit which specifies the units of outputs lat and lon.

## Input Arguments

### spheroid - Reference spheroid

scalar referenceEllipsoid | oblateSpheroid | referenceSphere object

Reference spheroid, specified as a scalar referenceEllipsoid, oblateSpheroid, or referenceSphere object.

### X - ECEF x-coordinates

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

### Data Types

single | double

### Y - ECEF y-coordinates

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

# oblateSpheroid.ecf2geodetic

---

## Data Types

single | double

## Z - ECEF z-coordinates

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the `LengthUnit` property of the spheroid object.

## Data Types

single | double

## angleUnit - Units of angles

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

## Data Types

char

## Output Arguments

### lat - Geodetic latitudes

scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the closed interval [-90 90].

### lon - Longitudes

scalar value | vector | matrix | N-D array

Longitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the interval [-180 180].

### h - Ellipsoidal heights

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` object

**See Also**

`oblateSpheroid.geodetic2ecef` | `oblateSpheroid.ecefOffset`

# oblateSpheroid.ecefOffset

---

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>         | Cartesian ECEF offset between geodetic positions                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Syntax</b>          | <pre>[U,V,W] = ecefOffset(spheroid,lat1,lon1,h1,lat2,lon2,h2) [U,V,W] = ecefOffset(___, angleUnit)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Description</b>     | <p>[U,V,W] = ecefOffset(spheroid,lat1,lon1,h1,lat2,lon2,h2) returns the components of the 3-D offset vector from an initial geodetic position specified by lat1,lon1,h1 to a final position specified by lat2,lon2,h2 with respect to an Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian system. Any of the six numerical arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.</p> <p>[U,V,W] = ecefOffset(___, angleUnit) adds angleUnit which specifies the units of inputs lat1, lon1, lat2, and lon2.</p>                                                                                                                                                                                                                                                                                                                                     |
| <b>Input Arguments</b> | <p><b>spheroid - Reference spheroid</b><br/>scalar referenceEllipsoid   oblateSpheroid   referenceSphere object</p> <p>Reference spheroid, specified as a scalar referenceEllipsoid, oblateSpheroid, or referenceSphere object.</p> <p><b>lat1 - Initial geodetic latitudes</b><br/>scalar value   vector   matrix   N-D array</p> <p>Geodetic latitudes of one or more initial positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.</p> <p><b>Data Types</b><br/>single   double</p> <p><b>lon1 - Initial longitudes</b><br/>scalar value   vector   matrix   N-D array</p> <p>Longitudes of one or more initial positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.</p> |

## Data Types

single | double

### **h1 - Initial ellipsoidal heights**

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more initial positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

## Data Types

single | double

### **lat2 - Final geodetic latitudes**

scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more final positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

## Data Types

single | double

### **lon2 - Final longitudes**

scalar value | vector | matrix | N-D array

Longitudes of one or more final positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

## Data Types

single | double

### **h2 - Final ellipsoidal heights**

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more final positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

# oblateSpheroid.ecefOffset

---

## Data Types

single | double

## angleUnit - Units of angles

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

## Data Types

char

## Output Arguments

### U - Offset vector x-components in ECEF system

scalar value | vector | matrix | N-D array

x-components of one or more Cartesian offset vectors in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Values equal the difference in ECEF x-coordinates between initial and final positions. Units are determined by the LengthUnit property of the spheroid object.

### V - Offset vector y-components in ECEF system

scalar value | vector | matrix | N-D array

y-components of one or more Cartesian offset vectors in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Values equal the difference in ECEF y-coordinates between initial and final positions. Units are determined by the LengthUnit property of the spheroid object.

### W - Offset vector z-components in ECEF system

scalar value | vector | matrix | N-D array

z-components of one or more Cartesian offset vectors in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Values equal the difference in ECEF z-coordinates between initial and final positions. Units are determined by the LengthUnit property of the spheroid object.

## See Also

oblateSpheroid.geodetic2ecef | oblateSpheroid.ecef2geodetic

## Purpose

Geodetic to local spherical AER

## Syntax

```
[az,elev,slantRange] =  
geodetic2aer(lat,lon,h,lat0,lon0,h0,spheroid)  
[ ___ ] = geodetic2aer( ___,angleUnit)
```

## Description

[az,elev,slantRange] = geodetic2aer(lat,lon,h,lat0,lon0,h0,spheroid) returns coordinates in a local spherical system corresponding to geodetic coordinates lat, lon, h. Any of the first six numeric input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

[ \_\_\_ ] = geodetic2aer( \_\_\_,angleUnit) adds angleUnit which specifies the units of inputs lat, lon, lat0, lon0, and outputs az, elev.

## Input Arguments

### lat - Geodetic latitudes

scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

### Data Types

single | double

### lon - Longitudes

scalar value | vector | matrix | N-D array

Longitudes of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

### Data Types

single | double

### h - Ellipsoidal heights

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

### Data Types

single | double

### lat0 - Geodetic latitude of local origin

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of lat0 is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

### Data Types

single | double

### lon0 - Longitude of local origin

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of lon0 is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

### Data Types

single | double

### h0 - Ellipsoidal height of local origin

scalar value | vector | matrix | N-D array

Ellipsoidal height of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one



origin (reference) point, and the value of `h0` is scalar, but it need not be. (It may refer to a moving platform, for example). Units are determined by the `LengthUnit` property of the spheroid input.

#### Data Types

single | double

#### spheroid - Reference spheroid

scalar `referenceEllipsoid` | `oblateSpheroid` | `referenceSphere` object

Reference spheroid, specified as a scalar `referenceEllipsoid`, `oblateSpheroid`, or `referenceSphere` object.

#### angleUnit - Units of angles

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

#### Data Types

char

## Output Arguments

#### az - Azimuth angles

scalar value | vector | matrix | N-D array

Azimuth angles in the local spherical system, returned as a scalar value, vector, matrix, or N-D array. Azimuths are measured clockwise from north. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the half-open interval [0 360).

#### elev - Elevation angles

scalar value | vector | matrix | N-D array

Elevation angles in the local spherical system, returned as a scalar value, vector, matrix, or N-D array. Elevations are with respect to a plane perpendicular to the spheroid surface normal. Units determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the closed interval [-90 90].

#### slantRange - Distances from local origin

scalar value | vector | matrix | N-D array

Distances from origin in the local spherical system, returned as a scalar value, vector, matrix, or N-D array. The straight-line, 3-D Cartesian distance is computed. Units are determined by the `LengthUnit` property of the `spheroid` input.

## Examples

### Zermatt to the Matterhorn

Compute the azimuth (in degrees), elevation angle (in degrees), and line of sight distance from Zermatt, Switzerland to the summit of the Matterhorn (Monte Cervino). All distances and lengths are in meters.

Origin (reference point): Zermatt.

```
fmt = get(0, 'Format');
format short g

lat0 = dm2degrees([46 1]) % convert degree-minutes to degrees
lon0 = dm2degrees([ 7 45])
hOrthometric0 = 1620;
hGeoid = 53;
h0 = hOrthometric0 + hGeoid

lat0 =

    46.017

lon0 =

    7.75

h0 =

    1673
```

Point of Interest: Summit of Matterhorn.

```
lat = dms2degrees([45 58 35])
lon = dms2degrees([ 7 39 30])
hOrthometric = 4478;
hGeoid = 53;
h = hOrthometric + hGeoid
```

```
lat =
    45.976
```

```
lon =
    7.6583
```

```
h =
    4531
```

Azimuth, elevation angle, and slant range (line of sight distance) from Zermatt to Matterhorn summit.

```
[az,elev,slantRange] = geodetic2aer( ...
    lat,lon,h,lat0,lon0,h0,wgs84Ellipsoid)
```

```
format(fmt)
```

```
az =
    237.8
```

```
elev =
```

# geodetic2aer

---

18.755

slantRange =

8871.7

## See Also

[aer2geodetic](#) | [ecef2aer](#) | [geodetic2enu](#) | [geodetic2ned](#)

**Purpose** Convert geodetic to geocentric (ECEF) coordinates

**Syntax** `[x,y,z] = geodetic2ecef(phi,lambda,h,ellipsoid)`

**Description** `[x,y,z] = geodetic2ecef(phi,lambda,h,ellipsoid)` converts geodetic point locations specified by the coordinate arrays `phi` (geodetic latitude in radians), `lambda` (longitude in radians), and `h` (ellipsoidal height) to geocentric Cartesian coordinates `x`, `y`, and `z`. `ellipsoid` is a `referenceEllipsoid` (oblateSpheroid) object, a `referenceSphere` object, or a vector of the form `[semimajor axis, eccentricity]`. `h` must use the same units as the semimajor axis; `x`, `y`, and `z` will be expressed in these units, also.

**Definitions** The geocentric Cartesian coordinate system is fixed with respect to the Earth, with its origin at the center of the ellipsoid and its  $x$ -,  $y$ -, and  $z$ -axes intersecting the surface at the locations listed in the table below.

| Axis | Latitude where axis intersects surface | Longitude where axis intersects surface | Description            |
|------|----------------------------------------|-----------------------------------------|------------------------|
| $x$  | 0                                      | 0                                       | Equator/Prime Meridian |
| $y$  | 0                                      | 90° E                                   | Equator/90° E meridian |
| $z$  | 90° N                                  | NA                                      | North Pole             |

A common synonym is Earth-Centered, Earth-Fixed coordinates, or ECEF.

**See Also** `ecef2geodetic` | `ecef2lv` | `geodetic2geocentricLat` | `lv2ecef`

# geodetic2enu

---

**Purpose** Geodetic to local Cartesian ENU

**Syntax**  
`[xEast,yNorth,zUp] = geodetic2enu(lat,lon,h,lat0,lon0,h0,spheroid)`  
`[xEast,yNorth,zUp] = geodetic2enu(__,angleUnit)`

**Description** `[xEast,yNorth,zUp] = geodetic2enu(lat,lon,h,lat0,lon0,h0,spheroid)` returns coordinates in a local east-north-up (ENU) Cartesian system corresponding to geodetic coordinates `lat`, `lon`, `h`. Any of the first six numeric input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

`[xEast,yNorth,zUp] = geodetic2enu(__,angleUnit)` adds `angleUnit` which specifies the units of inputs `lat`, `lon`, `lat0`, and `lon0`.

## Input Arguments

### **lat - Geodetic latitudes**

scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

#### **Data Types**

single | double

### **lon - Longitudes**

scalar value | vector | matrix | N-D array

Longitudes of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

#### **Data Types**

single | double

### **h - Ellipsoidal heights**

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the `LengthUnit` property of the `spheroid` object.

#### **Data Types**

single | double

#### **lat0 - Geodetic latitude of local origin**

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lat0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

#### **Data Types**

single | double

#### **lon0 - Longitude of local origin**

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lon0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

#### **Data Types**

single | double

#### **h0 - Ellipsoidal height of local origin**

scalar value | vector | matrix | N-D array

Ellipsoidal height of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one

origin (reference) point, and the value of `h0` is scalar, but it need not be. (It may refer to a moving platform, for example). Units are determined by the `LengthUnit` property of the `spheroid` input.

### Data Types

single | double

### **spheroid - Reference spheroid**

scalar `referenceEllipsoid` | `oblateSpheroid` | `referenceSphere` object

Reference spheroid, specified as a scalar `referenceEllipsoid`, `oblateSpheroid`, or `referenceSphere` object.

### **angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

### Data Types

char

## Output Arguments

### **xEast - Local ENU x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the local ENU system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` input.

### **yNorth - Local ENU y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the local ENU system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` input.

### **zUp - Local ENU z-coordinates**

scalar value | vector | matrix | N-D array



z-coordinates of one or more points in the local ENU system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` input.

## See Also

[ecef2enu](#) | [enu2geodetic](#) | [geodetic2aer](#) | [geodetic2ned](#)

# geodetic2ned

---

**Purpose** Geodetic to local Cartesian NED

**Syntax** `[xNorth,yEast,zDown] = geodetic2enu(lat,lon,h,lat0,lon0,h0,spheroid)`  
`[ ___ ] = geodetic2enu( ___ ,angleUnit)`

**Description** `[xNorth,yEast,zDown] = geodetic2enu(lat,lon,h,lat0,lon0,h0,spheroid)` returns coordinates in a local north-east-down (NED) Cartesian system to geodetic coordinates `lat`, `lon`, `h`. Any of the first six numeric input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

`[ ___ ] = geodetic2enu( ___ ,angleUnit)` adds `angleUnit` which specifies the units of inputs `lat`, `lon`, `lat0`, and `lon0`.

## Input Arguments

### **lat - Geodetic latitudes**

scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### **Data Types**

single | double

### **lon - Longitudes**

scalar value | vector | matrix | N-D array

Longitudes of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### **Data Types**

single | double

### **h - Ellipsoidal heights**

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the `LengthUnit` property of the `spheroid` object.

**Data Types**

single | double

**lat0 - Geodetic latitude of local origin**

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lat0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**lon0 - Longitude of local origin**

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lon0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

**Data Types**

single | double

**h0 - Ellipsoidal height of local origin**

scalar value | vector | matrix | N-D array

Ellipsoidal height of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `h0` is scalar, but it need not be.

(It may refer to a moving platform, for example). Units are determined by the `LengthUnit` property of the `spheroid` input.

## Data Types

single | double

## **spheroid - Reference spheroid**

scalar `referenceEllipsoid` | `oblateSpheroid` | `referenceSphere` object

Reference spheroid, specified as a scalar `referenceEllipsoid`, `oblateSpheroid`, or `referenceSphere` object.

## **angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

## Data Types

char

## Output Arguments

### **xNorth - Local NED x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the local NED system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` input.

### **yEast - Local NED y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the local NED system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` input.

### **zDown - Local NED z-coordinates**

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the local NED system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` input.

## See Also

[ecef2ned](#) | [ned2geodetic](#) | [geodetic2aer](#) | [geodetic2enu](#)

# geodetic2geocentricLat

---

|                      |                                                                                                                                                                                                                                                         |
|----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>       | Convert geodetic to geocentric latitude                                                                                                                                                                                                                 |
| <b>Compatibility</b> | geodetic2geocentricLat will be removed in a future release. Use geocentricLatitude instead.                                                                                                                                                             |
| <b>Syntax</b>        | <code>phi_g = geodetic2geocentriclat(ecc, phi)</code>                                                                                                                                                                                                   |
| <b>Description</b>   | <code>phi_g = geodetic2geocentriclat(ecc, phi)</code> converts an array of geodetic latitude in radians, <code>phi</code> , to geocentric latitude in radians, <code>phi_g</code> , on a reference ellipsoid with first eccentricity <code>ecc</code> . |
| <b>See Also</b>      | <code>geocentricLatitude</code>                                                                                                                                                                                                                         |

## Purpose

Convert geocentric to geodetic latitude

## Syntax

```
phi = geodeticLatitudeFromGeocentric(psi,F)
phi = geodeticLatitudeFromGeocentric(psi,F,angleUnit)
```

## Description

`phi = geodeticLatitudeFromGeocentric(psi,F)` returns the geodetic latitude corresponding to geocentric latitude `psi` on an ellipsoid with flattening `F`.

`phi = geodeticLatitudeFromGeocentric(psi,F,angleUnit)` specifies the units of input `psi` and output `phi`.

## Input Arguments

### **psi - Geocentric latitude of one or more points**

scalar value, vector, matrix, or N-D array

Geocentric latitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Values are in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### **Data Types**

single | double

### **F - Flattening of reference spheroid**

scalar

Flattening of reference spheroid, specified as a scalar value.

### **Data Types**

double

### **angleUnit - Unit of measurement for angle**

'degrees' (default) | 'radians'

Unit of measurement for angle, specified as the text string 'degrees' or 'radians'.

### **Data Types**

char

# geodeticLatitudeFromGeocentric

---

## Output Arguments

### phi - Geodetic latitude of one or more points

scalar value, vector, matrix, or N-D array

Geodetic latitude of one or more points, returned as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

## Examples

### Convert Geocentric Latitude to Geodetic Latitude

Create a reference ellipsoid and then convert the geocentric latitude to geodetic latitude. The reference ellipsoid contains a flattening factor.

```
s = wgs84Ellipsoid;  
  
geodeticLatitudeFromGeocentric(45, s.Flattening)  
  
ans =  
  
    45.1924
```

### Convert Geocentric Latitude Expressed in Radians to Geodetic Latitude

Create a reference ellipsoid and then convert a geocentric latitude expressed in radians to geodetic latitude. The reference ellipsoid contains a flattening factor.

```
s = wgs84Ellipsoid;  
  
geodeticLatitudeFromGeocentric(pi/3, s.Flattening, 'radians')  
  
ans =  
  
    1.0501
```

## See Also

[geodeticLatitudeFromParametric](#) | [geocentricLatitude](#)  
| [map.geodesy.AuthalicLatitudeConverter](#) |  
[map.geodesy.ConformalLatitudeConverter](#) |



`map.geodesy.IsometricLatitudeConverter |`  
`map.geodesy.RectifyingLatitudeConverter`

# geodeticLatitudeFromParametric

---

**Purpose** Convert parametric to geodetic latitude

**Syntax**  
`phi = geodeticLatitudeFromParametric(beta,F)`  
`phi = geodeticLatitudeFromParametric(beta,F,angleUnit)`

**Description** `phi = geodeticLatitudeFromParametric(beta,F)` returns the geodetic latitude corresponding to parametric latitude `beta` on an ellipsoid with flattening `F`.

`phi = geodeticLatitudeFromParametric(beta,F,angleUnit)` specifies the units of input `beta` and output `phi`.

## Input Arguments

### **beta - Parametric latitude of one or more points**

scalar value, vector, matrix, or N-D array

Parametric latitude of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

#### **Data Types**

single | double

### **F - Flattening of reference spheroid**

scalar

Flattening of reference spheroid, specified as a scalar value.

#### **Data Types**

double

### **angleUnit - Unit of measurement for angle**

`'degrees'` (default) | `'radians'`

Unit of measurement for angle, specified as the text string `'degrees'` or `'radians'`.

#### **Data Types**

char

## Output Arguments

### **phi - Geodetic latitudes of one or more points**

scalar value, vector, matrix, or N-D array

Geodetic latitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Values are in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

## Examples

### **Convert Parametric Latitude to Geodetic Latitude**

Create a reference ellipsoid and then convert the parametric latitude to geodetic latitude. The reference ellipsoid contains a flattening factor.

```
s = wgs84Ellipsoid;

geodeticLatitudeFromParametric(45, s.Flattening)

ans =

    45.0962
```

### **Convert Parametric Latitude Expressed in Radians to Geodetic Latitude**

Create a reference ellipsoid and then convert a parametric latitude expressed in radians to geodetic latitude. The reference ellipsoid contains a flattening factor.

```
s = wgs84Ellipsoid;

geodeticLatitudeFromParametric(pi/3, s.Flattening, 'radians')

ans =

    1.0487
```

## See Also

`geodeticLatitudeFromGeocentric` | `parametricLatitude`  
| `map.geodesy.AuthalicLatitudeConverter` |  
`map.geodesy.ConformalLatitudeConverter` |

# geodeticLatitudeFromParametric

---

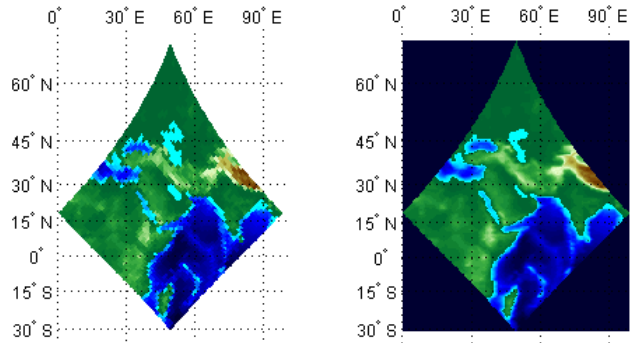
`map.geodesy.IsometricLatitudeConverter |`  
`map.geodesy.RectifyingLatitudeConverter`

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Convert geolocated data array to regular data grid                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Syntax</b>      | <code>[Z, refvec] = geoloc2grid(lat, lon, A, cellsize)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Description</b> | <code>[Z, refvec] = geoloc2grid(lat, lon, A, cellsize)</code> converts the geolocated data array <code>A</code> , given geolocation points in <code>lat</code> and <code>lon</code> , to produce a regular data grid, <code>Z</code> , and the corresponding three-element referencing vector <code>refvec</code> . <code>cellsize</code> is a scalar that specifies the width and height of data cells in the regular data grid, using the same angular units as <code>lat</code> and <code>lon</code> . Data cells in <code>Z</code> falling outside the area covered by <code>A</code> are set to NaN. |
| <b>Tips</b>        | <code>geoloc2grid</code> provides an easy-to-use alternative to gridding geolocated data arrays with <code>imbedm</code> . There is no need to preallocate the output map; there are no data gaps in the output (even if <code>cellsize</code> is chosen to be very small), and the output map is smoother.                                                                                                                                                                                                                                                                                               |
| <b>Examples</b>    | <pre>% Load the geolocated data array 'map1' % and grid it to 1/2-degree cells. load mapmtx cellsize = 0.5; [Z, refvec] = geoloc2grid(lt1, lg1, map1, cellsize);  % Create a figure f = figure; [cmap, clim] = demcmap(map1); set(f, 'Colormap', cmap, 'Color', 'w')  % Define map limits latlim = [-35 70]; lonlim = [0 100];  % Display 'map1' as a geolocated data array in subplot 1 subplot(1,2,1) ax = axesm('mercator', 'MapLatLimit', latlim, ...           'MapLonLimit', lonlim, 'Grid', 'on', ...</pre>                                                                                        |

# geoloc2grid

---

```
'MeridianLabel','on','ParallelLabel','on');  
set(ax,'Visible','off')  
geoshow(lt1, lg1, map1, 'DisplayType', 'texturemap');  
  
% Display 'Z' as a regular data grid in subplot 2  
subplot(1,2,2)  
ax = axesm('mercator','MapLatLimit',latlim,...  
    'MapLonLimit',lonlim,'Grid','on',...  
    'MeridianLabel','on','ParallelLabel','on');  
set(ax,'Visible','off')  
geoshow(Z, refvec, 'DisplayType', 'texturemap');
```



|                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|---------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>      | Geographic point vector                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Syntax</b>       | <pre>p = geopoint()<br/>p = geopoint(lat,lon)<br/>p = geopoint(lat,lon,Name,Value)<br/>p = geopoint(structArray)<br/>p = geopoint(lat,lon,structArray)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>Description</b>  | <p>A geopoint vector is a container object that holds geographic point coordinates and attributes. The points are coupled, such that the size of the latitude and longitude coordinate arrays are always equal and match the size of any dynamically added attribute arrays. Each entry of a coordinate pair and associated attributes, if any, represent a discrete element in the geopoint vector.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Construction</b> | <p><code>p = geopoint()</code> constructs an empty geopoint vector, <code>p</code>, with these default property settings:</p> <pre>p =<br/><br/>0x1 geopoint vector with properties:<br/><br/>Collection properties:<br/>    Geometry: 'point'<br/>    Metadata: [1x1 struct]<br/>Feature properties:<br/>    Latitude: []<br/>    Longitude: []</pre> <p><code>p = geopoint(lat,lon)</code> constructs a new geopoint vector and assigns the <code>Latitude</code> and <code>Longitude</code> properties to the numeric array inputs, <code>lat</code> and <code>lon</code>. For examples, see “Construct geopoint Vector Using Latitude and Longitude Coordinates” on page 1-355 .</p> <p><code>p = geopoint(lat,lon,Name,Value)</code> constructs a geopoint vector from input arrays <code>lat</code> and <code>lon</code>, and then adds dynamic properties to the geopoint vector using the <code>Name</code>, <code>Value</code> argument pairs.</p> |

- If a specified name is `Metadata` and the corresponding value is a scalar structure, then the value is copied to the `Metadata` property. Otherwise, an error is issued.

See “Construct geopoint Vector Using Name-Value Pairs” on page 1-356 for examples.

`p = geopoint(structArray)` constructs a new `geopoint` vector from the fields of the structure, `structArray`.

- If `structArray` contains the field `Lat`, and does not contain a field `Latitude`, then the `Lat` values are assigned to the `Latitude` property.
- If `structArray` contains both `Lat` and `Latitude` fields, then both field values are assigned to `p`.
- If `structArray` contains the field, `Lon`, and does not contain a field, `Longitude`, then the `Lon` values are assigned to the `Longitude` property.
- If `structArray` contains both `Lon` and `Longitude` fields, then both field values are assigned to `p`.
- If `structArray` is a scalar structure containing the field `Metadata` and the field value is a scalar structure, then the `Metadata` field is copied to the `Metadata` property. Otherwise, an error is issued if the `Metadata` field is not a structure, or ignored if `structArray` is not scalar.
- Other fields of `structArray` are assigned to `p` and become dynamic properties. Field values in `structArray` that are not numeric or strings or cell arrays of numeric or string values are ignored.

See “Construct geopoint Vector From a Structure Array” on page 1-357 for an example.

`p = geopoint(lat,lon,structArray)` constructs a new `geopoint` vector and assigns the `Latitude` and `Longitude` properties to the numeric arrays, `lat` and `lon`, and sets dynamic properties from the field values of the structure, `structArray`.



- If `structArray` contains the fields `Lat`, `Latitude`, `Lon` or `Longitude`, then those field values are ignored.
- If `structArray` is a scalar structure containing the field `Metadata`, and the field value is a scalar structure, then it is copied to the `Metadata` property. Otherwise, an error is issued if the `Metadata` field is not a structure, or ignored if `structArray` is not scalar.

See “Construct a geopoint Vector Using Numeric Arrays and a Structure Array” on page 1-358.

## Input Arguments

### **lat**

vector of latitude coordinates

### **Data Types**

double | single

### **lon**

vector of longitude coordinates

### **Data Types**

double | single

### **structArray**

structure containing fields to be assigned as dynamic properties to `p`.

### **Name**

Name of dynamic property

### **Data Types**

char

### **Value**

Property value associated with dynamic property `Name`. Values may be numeric, logical, char, or a cell array of strings.

## Output Arguments

**P**

geopoint vector.

## Properties

Each element in a geopoint vector is considered a feature. Feature properties contain one value (a scalar number or a string) for each element in the geopoint vector. The `Latitude` and `Longitude` coordinate properties are feature properties as there is one value for each feature.

`Geometry` and `Metadata` are collection properties. These properties contain only one value per class instance. The term *collection* is used to distinguish these two properties from other feature properties which have values associated with each feature (element in a geopoint vector). See “Metadata and Array Assignment” on page 1-371 for usage examples.

You can attach new dynamic feature properties to the object by using dot ‘.’ notation. This is similar to adding dynamic fields to a structure. Dynamic feature properties apply to each individual feature in the geopoint vector.

### Geometry

String defining the type of geometry.

For `geopoint`, string is always 'point'.

#### Attributes:

|          |        |
|----------|--------|
| Geometry | string |
|----------|--------|

### Metadata

Metadata is a scalar structure containing information for the entire set of geopoint vector elements. You can add any data type to the structure.

#### Attributes:

Metadata

Scalar struct

**Latitude**

Vector of latitude coordinates. The values can be either a row or column vector.

**Attributes:**

Latitude

single | double vector

**Longitude**

Vector of longitude coordinates. The values can be either a row or column vector.

**Attributes:**

Longitude

single | double vector

**Dynamic properties**

You can attach new properties to the object using dot '.' notation. The class type of the values for the dynamic properties must be either numeric, logical, char, or a cell array of strings.

**Methods**

|            |                                         |
|------------|-----------------------------------------|
| append     | Append features to geopoint vector      |
| cat        | Concatenate geopoint vectors            |
| disp       | Display geopoint vector                 |
| fieldnames | Dynamic properties of geopoint vector   |
| isempty    | True if geopoint vector is empty        |
| isfield    | Returns true if dynamic property exists |

|                         |                                              |
|-------------------------|----------------------------------------------|
| <code>isprop</code>     | Returns true if property exists              |
| <code>length</code>     | Number of elements in geopoint vector        |
| <code>properties</code> | Properties of a geopoint vector              |
| <code>rmfield</code>    | Remove dynamic property from geopoint vector |
| <code>rmprop</code>     | Remove properties from geopoint vector       |
| <code>size</code>       | Size of geopoint vector                      |
| <code>struct</code>     | Convert geopoint vector to scalar structure  |
| <code>vertcat</code>    | Vertical concatenation for geopoint vectors  |

## Copy Semantics

To learn how Value classes affect copy operations, see [Copying Objects](#).

## Class Behaviors

- If the `Latitude`, `Longitude`, or a dynamic property is set with more values than features in the geopoint vector, then all other properties expand in size using 0 for numeric values and empty string for cell values.
- If the `Latitude` or `Longitude` property of the geopoint vector is set with fewer values than contained in the object, then all other properties shrink in size.
- If a dynamic property is set with fewer values than the number of features contained in the object, then this dynamic property expands to match the size of the other properties by inserting a 0 if the value is numeric or an empty string if the value is a cell array.
- If either `Latitude` or `Longitude` is set to `[]`, then both coordinate properties are set to `[]` and all dynamic properties are removed.

See “Manipulate a geopoint vector” on page 1-362 for examples of these behaviors.

## Examples

### Construct geopoint Vector Using Latitude and Longitude Coordinates

Construct a geopoint vector for one feature, and add a dynamic property

```
lat = 51.519;  
lon = -.13;  
p = geopoint(lat,lon);  
p.Name = 'London'
```

```
p =
```

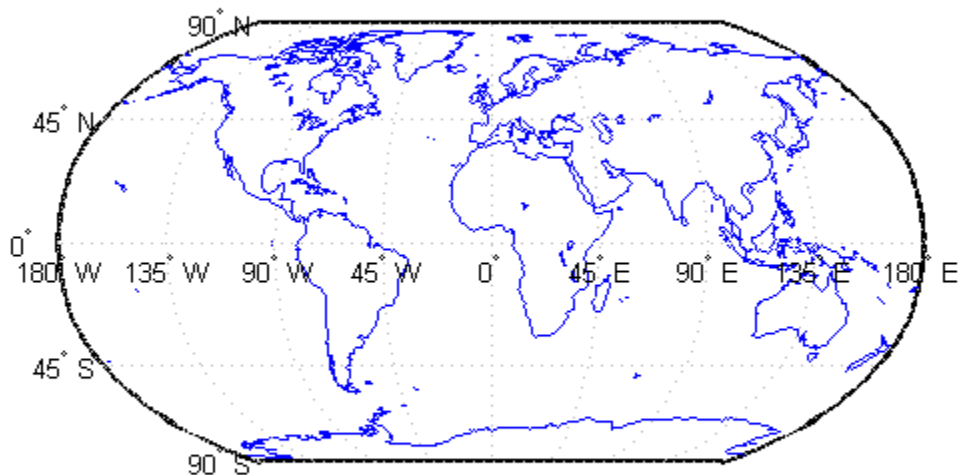
```
1x1 geopoint vector with properties:
```

```
Collection properties:  
  Geometry: 'point'  
  Metadata: [1x1 struct]  
Feature properties:  
  Latitude: 51.5190  
  Longitude: -0.1300  
  Name: 'London'
```

### Construct geopoint Vector from File

Construct a geopoint vector from a file

```
coast = load('coast');  
p = geopoint(coast.lat, coast.long);  
figure  
worldmap world  
geoshow(p.Latitude, p.Longitude)
```



## Construct geopoint Vector Using Name-Value Pairs

Create a geopoint vector, specifying Latitude, Longitude, and Temperature, where Temperature is part of a Name-Value pair.

```
point = geopoint(42, -72, 'Temperature', 89)
```

```
point =
```

```
1x1 geopoint vector with properties:
```

```

Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  Latitude: 42
  Longitude: -72
  Temperature: 89

```

Construct a geopoint object specifying names.

```

p = geopoint([51.519 48.871], [-.13 2.4131],...
  'Name', {'London', 'paris'})

```

p =

2x1 geopoint vector with properties:

```

Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  Latitude: [51.5190 48.8710]
  Longitude: [-0.1300 2.4131]
  Name: {'London' 'paris'}

```

### Construct geopoint Vector From a Structure Array

Read shape data into a geostruct (a structure array containing Lat and Lon fields).

```

S = shaperead('worldcities', 'UseGeoCoords', true)

```

S =

318x1 struct array with fields:

```

  Geometry

```

```
Lon
Lat
Name
```

Create a geopoint vector specifying the geostruct.

```
p = geopoint(S)
```

```
p =
```

```
318x1 geopoint vector with properties:
```

```
Collection properties:
```

```
Geometry: 'point'
```

```
Metadata: [1x1 struct]
```

```
Feature properties:
```

```
Latitude: [1x318 double]
```

```
Longitude: [1x318 double]
```

```
Name: {1x318 cell}
```

Add a `Filename` field to the `Metadata` structure. The `Metadata` property pertains to all elements of a geopoint vector.

```
p.Metadata.Filename = 'worldcities.shp';
```

```
m = p.Metadata
```

```
ans =
```

```
Filename: 'worldcities.shp'
```

## **Construct a geopoint Vector Using Numeric Arrays and a Structure Array**

Create a structure array.

```
[structArray, A] = shaperead('worldcities', 'UseGeoCoords', true)
```

```
structArray =
```



```
318x1 struct array with fields:  
    Geometry  
    Lon  
    Lat
```

```
A =
```

```
318x1 struct array with fields:  
    Name
```

Use the numeric arrays and the structure containing the list of names to construct a geopoint vector.

```
p = geopoint([structArray.Lat], [structArray.Lon], A)
```

```
p =
```

```
318x1 geopoint vector with properties:
```

```
Collection properties:  
    Geometry: 'point'  
    Metadata: [1x1 struct]  
Feature properties:  
    Latitude: [1x318 double]  
    Longitude: [1x318 double]  
    Name: {1x318 cell}
```

## Add Coordinate and Dynamic properties

Generate an empty geopoint vector using the default constructor and then populate the geopoint vector by adding properties from data fields in structure `structArray` via assignment statements.

```
structArray = shaperead('worldcities', 'UseGeoCoords', true);  
p = geopoint();  
p.Latitude = [structArray.Lat];  
p.Longitude = [structArray.Lon];  
p.Name = structArray.Name;
```

```
p
p =
318x1 geopoint vector with properties:

Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  Latitude: [1x318 double]
  Longitude: [1x318 double]
  Name: {1x318 cell}
```

## Add New Values to an Existing geopoint Vector

Append paderborn data to the geopoint vector of world cities.

Create a geopoint vector from a structure array.

```
structArray = shaperead('worldcities.shp', 'UseGeoCoords', true); % read
p = geopoint(structArray);
p(end)      % display last of 318 elements in vector
```

```
ans =
1x1 geopoint vector with properties:

Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  Latitude: 34.8519
  Longitude: 113.8061
  Name: 'Zhengzhou'
```

Add paderhorn to the end of the geopoint vector and display it.

```
lat = 51.715254; % coordiantes of paderhorn
```

```
lon = 8.75213;
p = append(p, lat, lon, 'Name', 'paderborn');
p(end-1:end) % display penultimate and new last element
```

```
ans =
```

```
2x1 geopoint vector with properties:
```

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  Latitude: [34.8519 51.7153]
  Longitude: [113.8061 8.7521]
  Name: {'Zhengzhou' 'paderborn'}
```

You can also add a point to the end of the vector using linear indexing. For example, add Arlington, Massachusetts to the end of the vector. After the initial assignment statement appends a value to the `Latitude` property vector, all other property vectors are automatically expanded by one element.

```
p(end+1).Latitude = 42.417060; % add to end of vector
p(end).Longitude = -71.170200; % Longitude vector already expanded
p(end).Name = 'Arlington'; % Name property also expanded
p(end-1:end) % display penultimate and new last element
```

```
ans =
```

```
2x1 geopoint vector with properties:
```

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  Latitude: [51.7153 42.4171]
  Longitude: [8.7521 -71.1702]
  Name: {'paderborn' 'Arlington'}
```

## Manipulate a geopoint vector

Construct a geopoint vector containing two features and then add two dynamic properties.

```
lat = [51.519 48.871];
lon = [-.13 2.4131];
p = geopoint(lat, lon);

p.Name = {'London', 'paris'}; % Add character feature dynamic property
p.ID = [1 2] % Add numeric feature dynamic property
```

```
p =
```

```
2x1 geopoint vector with properties:
```

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  Latitude: [51.5190 48.8710]
  Longitude: [-0.1300 2.4131]
  Name: {'London' 'paris'}
  ID: [1 2]
```

Add the coordinates for a third feature.

```
p(3).Latitude = 45.472;
p(3).Longitude = 9.184
```

```
p =
```

```
3x1 geopoint vector with properties:
```

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
```

```
Latitude: [51.5190 48.8710 45.4720]
Longitude: [-0.1300 2.4131 9.1840]
Name: {'London' 'paris' ''}
ID: [1 2 0]
```

Note that lengths of all feature properties are synchronized with default values.

Set the values for the ID feature dynamic property with more values than contained in `Latitude` or `Longitude`.

```
p.ID = 1:4
```

```
p =
```

```
4x1 geopoint vector with properties:
```

```
Collection properties:
```

```
Geometry: 'point'
```

```
Metadata: [1x1 struct]
```

```
Feature properties:
```

```
Latitude: [51.5190 48.8710 45.4720 0]
```

```
Longitude: [-0.1300 2.4131 9.1840 0]
```

```
Name: {'London' 'paris' '' ''}
```

```
ID: [1 2 3 4]
```

Note that all feature properties are expanded to match in size.

Set the values for the ID feature dynamic property with fewer values than contained in the `Latitude` or `Longitude` properties.

```
p.ID = 1:2
```

```
p =
```

```
4x1 geopoint vector with properties:
```

```
Collection properties:
```

```
Geometry: 'point'
Metadata: [1x1 struct]
Feature properties:
  Latitude: [51.5190 48.8710 45.4720 0]
  Longitude: [-0.1300 2.4131 9.1840 0]
  Name: {'London' 'paris' '' ''}
  ID: [1 2 0 0]
```

The ID property values expand to match the length of the Latitude and Longitude property values.

Set the value of either coordinate property (Latitude or Longitude) with fewer values.

```
p.Latitude = [51.519 48.871]
```

```
p =
```

```
2x1 geopoint vector with properties:
```

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  Latitude: [51.5190 48.8710]
  Longitude: [-0.1300 2.4131]
  Name: {'London' 'paris'}
  ID: [1 2]
```

All properties shrink to match in size.

Remove the ID property by setting its value to [].

```
p.ID = []
```

```
p =
```

```
2x1 geopoint vector with properties:
```

```

Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  Latitude: [51.5190 48.8710]
  Longitude: [-0.1300 2.4131]
  Name: {'London' 'paris'}

```

Remove all dynamic properties and set the object to empty by setting a coordinate property value to [].

```
p.Latitude = []
```

```
p =
```

```
0x1 geopoint vector with properties:
```

```

Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  Latitude: []
  Longitude: []

```

### Sort dynamic properties and Extract subsets

Read data from shape file. Initially the field names of the class are in random order.

```

structArray = shaperead('tsunamis', 'UseGeoCoords', true); % Field names
p = geopoint(structArray)

```

```
p =
```

```
162x1 geopoint vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'  
    Metadata: [1x1 struct]  
Feature properties:  
    Latitude: [1x162 double]  
    Longitude: [1x162 double]  
    Year: [1x162 double]  
    Month: [1x162 double]  
    Day: [1x162 double]  
    Hour: [1x162 double]  
    Minute: [1x162 double]  
    Second: [1x162 double]  
    Val_Code: [1x162 double]  
    Validity: {1x162 cell}  
    Cause_Code: [1x162 double]  
    Cause: {1x162 cell}  
    Eq_Mag: [1x162 double]  
    Country: {1x162 cell}  
    Location: {1x162 cell}  
    Max_Height: [1x162 double]  
    Iida_Mag: [1x162 double]  
    Intensity: [1x162 double]  
    Num_Deaths: [1x162 double]  
    Desc_Deaths: [1x162 double]
```

Using the method `fieldnames` and typical MATLAB vector notation, the field names in the `geopoint` vector are alphabetically sorted.

```
p = p(:, sort(fieldnames(p)))
```

```
p =
```

```
162x1 geopoint vector with properties:
```

```
Collection properties:  
    Geometry: 'point'  
    Metadata: [1x1 struct]  
Feature properties:
```



```
Latitude: [1x162 double]
Longitude: [1x162 double]
Cause: {1x162 cell}
Cause_Code: [1x162 double]
Country: {1x162 cell}
Day: [1x162 double]
Desc_Deaths: [1x162 double]
Eq_Mag: [1x162 double]
Hour: [1x162 double]
Iida_Mag: [1x162 double]
Intensity: [1x162 double]
Location: {1x162 cell}
Max_Height: [1x162 double]
Minute: [1x162 double]
Month: [1x162 double]
Num_Deaths: [1x162 double]
Second: [1x162 double]
Val_Code: [1x162 double]
Validity: {1x162 cell}
Year: [1x162 double]
```

Using typical MATLAB vector notation, extract a subset of data from the base geopoint vector into a geopoint vector albeit smaller in size.

```
subp = p(20:40,{'Location','Country','Year'}) % get subset of data
```

```
subp =
```

```
21x1 geopoint vector with properties:
```

```
Collection properties:
```

```
Geometry: 'point'
```

```
Metadata: [1x1 struct]
```

```
Feature properties:
```

```
Latitude: [1x21 double]
```

```
Longitude: [1x21 double]
```

```
Location: {1x21 cell}
```

```
Country: {1x21 cell}
Year: [1x21 double]
```

Note that the coordinate properties, `Latitude` and `Longitude`, as well as the collection properties are retained in this subset of `geopoint` vectors.

## Set, Get, and Remove Dynamic Property Values

To set property values, use the `()` operator, or assign array values to corresponding fields, or use dot `'.'` notation (`object.property`) to assign new property values.

```
pts = geopoint();
pts.Latitude = [42 44 45];
pts.Longitude = [-72 -72.1 -71];
pts
```

```
pts =
```

```
3x1 geopoint vector with properties:
```

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  Latitude: [42 44 45]
  Longitude: [-72 -72.1000 -71]
```

Use `()` to assign values to fields.

```
pts(3).Latitude = 45.5;
pts
```

```
pts =
```

```
3x1 geopoint vector with properties:
```

```
Collection properties:
  Geometry: 'point'
```

```

    Metadata: [1x1 struct]
Feature properties:
    Latitude: [42 44 45.5000]
    Longitude: [-72 -72.1000 -71]

```

Use dot notation to create new dynamic properties

```
pts.Name = {'point1', 'point2', 'point3'}
```

```
pts =
```

3x1 geopoint vector with properties:

```

Collection properties:
    Geometry: 'point'
    Metadata: [1x1 struct]
Feature properties:
    Latitude: [42 44 45.5000]
    Longitude: [-72 -72.1000 -71]
    Name: {'point1' 'point2' 'point3'}

```

Get property values

```
pts.Name
```

```
ans =
```

```
    'point1'    'point2'    'point3'
```

Remove dynamic properties. To delete or remove dynamic properties, set them to [] or set the Latitude or Longitude property to [].

```
pts.Temperature = 1:3
```

```
pts =
```

3x1 geopoint vector with properties:

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  Latitude: [42 44 45.5000]
  Longitude: [-72 -72.1000 -71]
  Name: {'point1' 'point2' 'point3'}
  Temperature: [1 2 3]
```

By setting the Temperature property to [], this dynamic property is deleted.

```
pts.Temperature = []
```

```
pts =
```

```
3x1 geopoint vector with properties:
```

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  Latitude: [42 44 45.5000]
  Longitude: [-72 -72.1000 -71]
  Name: {'point1' 'point2' 'point3'}
```

To clear all fields in the geopoint vector, set the Latitude or Longitude property to []

```
pts.Latitude = []
```

```
pts =
```

```
0x1 geopoint vector with properties:
```

```
Collection properties:
```

```

    Geometry: 'point'
    Metadata: [1x1 struct]
Feature properties:
    Latitude: []
    Longitude: []

```

## Metadata and Array Assignment

Modify a geopoint object and its metadata.

If you typically store latitude and longitude coordinates in an N-by-2 or 2-by-M array, you can assign these numeric values to a geopoint vector. If the coordinates are N-by-2, then the first column is assigned to the Latitude property and the second column to the Longitude property. If the coordinates are 2-by-M, then the first row is assigned to the Latitude property and the second row to the Longitude property.

```

coast = load('coast');
ltn = [coast.lat coast.long]; % 9865x2 array
pts = geopoint; % null constructor
pts(1:numel(coast.lat)) = ltn; % assign array
pts.Metadata.Name = 'coastline';
pts
pts.Metadata

```

```
pts =
```

```
9865x1 geopoint vector with properties:
```

```

Collection properties:
    Geometry: 'point'
    Metadata: [1x1 struct]
Feature properties:
    Latitude: [1x9865 double]
    Longitude: [1x9865 double]

```

```
ans =
```

# geopoint

---

Name: 'coastline'

## **See Also**

[gpxread](#) | [shaperead](#) | [mappoint](#) | [geoshape](#) | [mapshape](#)

**Purpose** Append features to geopoint vector

**Syntax**  
`outPoints = append(inPoints,lat,lon)`  
`outPoints = append( __ ,field,value,...)`

**Description** `outPoints = append(inPoints,lat,lon)` appends the latitude values in the numeric array, `lat` to the Latitude property of the geopoint vector, `inPoints`, and the longitude values in the numeric array, `lon`, to the Longitude property of `inPoints`.

`outPoints = append( __ ,field,value,...)` appends the values specified in `value` to the corresponding dynamic property, `field`. If the property does not exist, `append` adds the dynamic property to the object using the value of `field` for the name and assigning the field the value specified in `value`.

## Input Arguments

**inPoints**  
geopoint vector.

**lat**  
Numeric vector of Latitude values.

**lon**  
Numeric vector of Longitude values.

**field**  
Field name, specified as a string. Field can specify the name of an existing property in the geopoint vector or the name you want assigned to a new property that you want to add to the geopoint vector.

**value**  
Value you want to assign to the property specified by `field`, specified as a cell array, scalar, or vector of any numeric class or logical.

# geopoint.append

---

- When value is a cell array, `append` adds the property as a Vertex property.
- When value is a numeric array, `append` adds the property as a Feature property.
- When value is empty, `append` removes the property.

## Output Arguments

### `outPoints`

Modified geopoint vector with additional entries in `Latitude` and `Longitude` fields along with any new fields for dynamic properties that you added.

## Examples

### Append Values to Fields

Append values to existing fields of a geopoint vector.

```
P = geopoint(42,-110, 'Temperature', 65);  
P = append(P, 42.1, -110.4, 'Temperature', 65.5)
```

```
P =
```

```
2x1 geopoint vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'
```

```
    Metadata: [1x1 struct]
```

```
Feature properties:
```

```
    Latitude: [42 42.1000]
```

```
    Longitude: [-110 -110.4000]
```

```
    Temperature: [65 65.5000]
```

### Append Dynamic Property

Append dynamic property, 'Pressure', to a geopoint vector.

```
P = geopoint(42,-110, 'Temperature', 65);  
P = append(P, 42.2, -110.5, 'Temperature', 65.6, 'Pressure', 100.0)
```



P =

2x1 geopoint vector with properties:

Collection properties:

Geometry: 'point'

Metadata: [1x1 struct]

Feature properties:

Latitude: [42 42.2000]

Longitude: [-110 -110.5000]

Temperature: [65 65.6000]

Pressure: [0 100]

## See Also

[geopoint](#) | [geopoint.vertcat](#)

# geopoint.cat

---

|                         |                                                                                                                             |
|-------------------------|-----------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Concatenate geopoint vectors                                                                                                |
| <b>Syntax</b>           | <code>P= cat(dim,P1, P2, ...)</code>                                                                                        |
| <b>Description</b>      | <code>P= cat(dim,P1, P2, ...)</code> concatenates the geopoint vectors P1,P2 and so on along dimensions dim. dim must be 1. |
| <b>Input Arguments</b>  | <b>P1, P2, ...</b><br>geopoint vectors to be concatenated.                                                                  |
| <b>Output Arguments</b> | <b>P</b><br>Concatenated geopoint vector.                                                                                   |

## Examples **Concatenate two geopoint vectors**

Create two geopoint vectors and concatenate them to a single vector.

```
pt1 = geopoint(42,-110, 'Temperature', 65);  
pt2 = geopoint(42.2, -110.5, 'Temperature', 65.6);  
p = cat(1,pt1,pt2)
```

```
p =
```

```
2x1 geopoint vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'
```

```
    Metadata: [1x1 struct]
```

```
Feature properties:
```

```
    Latitude: [42 42.2000]
```

```
    Longitude: [-110 -110.5000]
```

```
    Temperature: [65 65.6000]
```

**See Also** `geopoint.vertcat`

**Purpose** Display geopoint vector

**Syntax** disp(P)

**Description** disp(P) prints the size of the geopoint vector, P, and its properties and dynamic properties, if they exist. If the command window is large enough, the values of the properties are also shown, otherwise only their size is shown. You can control the display of the numerical values by using the format command.

**Input Arguments** **P**  
geopoint vector

## **Examples** **Display a geopoint vector**

Create a geopoint vector and display it.

```
p = geopoint(shaperead('worldcities', 'UseGeo', true));  
disp(p)  
disp(p(1:2))
```

```
318x1 geopoint vector with properties:
```

```
Collection properties:  
  Geometry: 'point'  
  Metadata: [1x1 struct]  
Feature properties:  
  Latitude: [1x318 double]  
  Longitude: [1x318 double]  
  Name: {1x318 cell}
```

```
2x1 geopoint vector with properties:
```

```
Collection properties:  
  Geometry: 'point'  
  Metadata: [1x1 struct]
```

# geopoint.disp

---

```
Feature properties:  
  Latitude: [5.2985 24.6525]  
  Longitude: [-3.9509 54.7589]  
  Name: {'Abidjan' 'Abu Dhabi'}
```

## See Also

[format](#) | [geopoint](#)

**Purpose** Dynamic properties of geopoint vector

**Syntax** `names = fieldnames(P)`

**Description** `names = fieldnames(P)` returns the names of the dynamic properties of the geopoint vector, P.

**Input Arguments** **P**  
geopoint vector for which the properties are to be queried.

**Output Arguments** **names**  
Names of the dynamic properties in the geopoint vector P

## **Examples** Find dynamic properties

Create a geopoint vector and view a dynamic property.

```
P = geopoint(shaperead('worldcities', 'UseGeo', true));  
fieldnames(P)
```

```
ans =
```

```
    'Name'
```

**See Also** `geopoint.properties`

# geopoint.isempty

---

**Purpose** True if geopoint vector is empty

**Syntax** TF = isempty(P)

**Description** TF = isempty(P) returns true if the geopoint vector, P, is empty and false otherwise.

**Input Arguments** **P**  
geopoint vector.

**Examples** **Check if a geopoint vector is empty**

Create a geopoint vector and check if it's empty.

```
P = geopoint();  
isempty(P)
```

```
ans =  
  
1
```

**See Also** [geopoint.end](#)

|                         |                                                                                                                                                                                                                                                                                                           |
|-------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Returns true if dynamic property exists                                                                                                                                                                                                                                                                   |
| <b>Syntax</b>           | <pre>TF = isfield(P,name) TF = isfield(P,names)</pre>                                                                                                                                                                                                                                                     |
| <b>Description</b>      | <p>TF = isfield(P,name) returns true if the value specified by the string name is a dynamic property of the geopoint vector, P.</p> <p>TF = isfield(P,names) return true for each element of the cell array, names, that is a dynamic property of P. TF is a logical array of the same size as names.</p> |
| <b>Input Arguments</b>  | <p><b>P</b><br/>geopoint vector</p> <p><b>name</b><br/>Name of the dynamic property</p> <p><b>names</b><br/>Cell array of names of dynamic properties</p>                                                                                                                                                 |
| <b>Output Arguments</b> | <p><b>TF</b><br/>Boolean. 1 if P contains the specified fields or 0 otherwise.</p>                                                                                                                                                                                                                        |
| <b>Examples</b>         | <p><b>Check for Field Name</b></p> <p>Create a geopoint vector and check field names.</p> <pre>p = geopoint(-33.961, 18.484, 'Name', 'Cape Town'); isfield(p, 'Latitude') isfield(p, 'Name')</pre> <p>ans =</p> <p>0</p>                                                                                  |

# geopoint.isfield

---

```
ans =
```

```
1
```

## See Also

`geopoint.isprop` | `geopoint.fieldnames`



**Purpose** Returns true if property exists

**Syntax** TF = isprop(P,name)  
TF = isprop(P,names)

**Description** TF = isprop(P,name) returns true if the value specified by the string, name is a property of the geopoint vector, P.  
TF = isprop(P,names) returns true for each element of the cell array of strings, names, that is a property of P. TF is a logical array the same size as names.

**Input Arguments**

**P**  
geopoint vector.

**name**  
String specifying the property of the geopoint vector, P.

**names**  
Cell array of strings specifying the property of the geopoint vector, P.

**Output Arguments**

**TF**  
Boolean. 1 if the property exists with P ,0 otherwise.

## Examples

### Check if property exists

Create a geopoint vector and check if a property exists.

```
p = geopoint(-33.961, 18.484, 'Name', 'Cape Town');  
isprop(p, 'Latitude')  
isprop(p, 'Name')
```

```
ans =
```

```
1
```

# geopoint.isprop

---

```
ans =
```

```
1
```

## See Also

[geopoint.isfield](#) | [geopoint.properties](#)

|                         |                                                                                                                                                                   |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Number of elements in geopoint vector                                                                                                                             |
| <b>Syntax</b>           | <code>N = length(P)</code>                                                                                                                                        |
| <b>Description</b>      | <code>N = length(P)</code> returns the number of elements contained in the geopoint vector, <code>P</code> . The result is equivalent to <code>size(P,1)</code> . |
| <b>Input Arguments</b>  | <b>P</b><br>geopoint vector.                                                                                                                                      |
| <b>Output Arguments</b> | <b>N</b><br>Length of the geopoint vector, <code>P</code> .                                                                                                       |

## Examples **Find Length of geopoint Vector**

Create a geopoint vector and find its length.

```
coast = load('coast');  
p = geopoint(coast.lat, coast.long);  
length(p)  
length(coast.lat)
```

```
ans =  
  
     9865
```

```
ans =  
  
     9865
```

**See Also** `geopoint.size`

# geopoint.properties

---

**Purpose** Properties of a geopoint vector

**Syntax** `prop = properties(P)`  
`properties(P)`

**Description** `prop = properties(P)` returns a cell of the property names of the geopoint vector, P.  
`properties(P)` displays the names of the properties of P.

**Input Arguments** **P**  
geopoint vector

**Output Arguments** **prop**  
Cell variable consisting of property names of the geopoint vector, P.

## **Examples** **Properties of a geopoint vector**

Create a geopoint vector and display a list of properties.

```
p = geopoint(shaperead('tsunamis', 'UseGeo', true));  
properties(p)
```

Properties for class geopoint:

```
Geometry  
Metadata  
Latitude  
Longitude  
Year  
Month  
Day  
Hour  
Minute  
Second
```

Val\_Code  
Validity  
Cause\_Code  
Cause  
Eq\_Mag  
Country  
Location  
Max\_Height  
Iida\_Mag  
Intensity  
Num\_Deaths  
Desc\_Deaths

**See Also** `geopoint.fieldnames`

# geopoint.rmfield

---

**Purpose** Remove dynamic property from geopoint vector

**Syntax**  
`P = rmfield(P, fieldname)`  
`P = rmfield(P, fields)`

**Description** `P = rmfield(P, fieldname)` removes the field specified by the string, `fieldname`, from the geopoint vector, `P`.  
`P = rmfield(P, fields)` removes all the fields specified by the cell array, `fields`.

---

**Note** `rmfield` cannot remove Latitude, Longitude and Metadata fields and the string specified is case sensitive.

---

## Input Arguments

**P**  
geopoint vector.

**fieldname**  
Exact string representing the name of the property.

**fields**  
Cell array of strings specifying the names of the properties.

## Output Arguments

**P**  
Updated geopoint vector with the field(s) removed.

## Examples

### Remove fields from a geopoint vector

Create a geopoint vector and remove a field.

```
p = geopoint(shaperead('tsunamis', 'UseGeo', true));  
p2 = rmfield(p, 'Geometry')
```

```
p2 =
```

162x1 geopoint vector with properties:

Collection properties:

Geometry: 'point'

Metadata: [1x1 struct]

Feature properties:

Latitude: [1x162 double]

Longitude: [1x162 double]

Year: [1x162 double]

Month: [1x162 double]

Day: [1x162 double]

Hour: [1x162 double]

Minute: [1x162 double]

Second: [1x162 double]

Val\_Code: [1x162 double]

Validity: {1x162 cell}

Cause\_Code: [1x162 double]

Cause: {1x162 cell}

Eq\_Mag: [1x162 double]

Country: {1x162 cell}

Location: {1x162 cell}

Max\_Height: [1x162 double]

Iida\_Mag: [1x162 double]

Intensity: [1x162 double]

Num\_Deaths: [1x162 double]

Desc\_Deaths: [1x162 double]

## See Also

[geopoint.fieldnames](#) | [geopoint.rmprop](#)

# geopoint.rmprop

---

**Purpose** Remove properties from geopoint vector

**Syntax**  
PF = rmprop(P,propname)  
PF = rmprop(P,propnames)

**Description** PF = rmprop(P,propname) removes the property specified by the string, propname from the geopoint vector, P.  
PF = rmprop(P,propnames) removes all the properties specified in the cell array, propnames, from the geopoint vector, P. If propnames contains a coordinate property an error is issued.

---

**Note** rmprop cannot remove Latitude, Longitude and Metadata fields and the string specified is case sensitive.

---

**Input Arguments** **P**  
geopoint vector.

**Output Arguments** **PF**  
Modified geopoint vector with the specified property(s) removed.

**Examples** **Remove a property of a geopoint vector**

Create a geopoint vector and remove a property.

```
p = geopoint(shaperead('tsunamis', 'UseGeo', true));  
p2 = rmprop(p, 'Validity')
```

```
p2 =
```

```
162x1 geopoint vector with properties:
```

```
Collection properties:  
Geometry: 'point'
```



```
Metadata: [1x1 struct]
Feature properties:
  Latitude: [1x162 double]
  Longitude: [1x162 double]
  Year: [1x162 double]
  Month: [1x162 double]
  Day: [1x162 double]
  Hour: [1x162 double]
  Minute: [1x162 double]
  Second: [1x162 double]
  Val_Code: [1x162 double]
  Cause_Code: [1x162 double]
  Cause: {1x162 cell}
  Eq_Mag: [1x162 double]
  Country: {1x162 cell}
  Location: {1x162 cell}
  Max_Height: [1x162 double]
  Iida_Mag: [1x162 double]
  Intensity: [1x162 double]
  Num_Deaths: [1x162 double]
  Desc_Deaths: [1x162 double]
```

**See Also** `geopoint.fieldnames`

# geopoint.size

---

**Purpose** Size of geopoint vector

**Syntax**  
`SZ = size(P)`  
`SZ = size(P,1)`  
`SZ = size(P, n)`  
`[m,k] = size(P)`

**Description**  
`SZ = size(P)` returns the vector `[length(P), 1]`.  
`SZ = size(P,1)` returns the length of P.  
`SZ = size(P, n)` returns 1 for `n >= 2`.  
`[m,k] = size(P)` returns `length(P)` for `m` and 1 for `k`.

**Input Arguments**

**P**  
geopoint vector.

**n**  
Number of the dimension at which size of P is required.

**Output Arguments**

**SZ**  
Vector of the form `[length(P), 1]`.

**m**  
Length of P.

**k**  
Length of second dimension of P. k is always 1.

## Examples **Size of a geopoint vector**

Create a geopoint vector and find its size.

```
coast = load('coast');  
p = geopoint(coast.lat, coast.long);  
size(p)
```

```
ans =
```

```
      9865      1
```

The second dimension is always 1.

## See Also

`geopoint.length` | `size`

# geopoint.struct

---

|                         |                                                                                                                   |
|-------------------------|-------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Convert geopoint vector to scalar structure                                                                       |
| <b>Syntax</b>           | <code>S = struct(P)</code>                                                                                        |
| <b>Description</b>      | <code>S = struct(P)</code> converts the geopoint vector, <code>P</code> , to a scalar structure, <code>S</code> . |
| <b>Input Arguments</b>  | <b>P</b><br>geopoint vector                                                                                       |
| <b>Output Arguments</b> | <b>S</b><br>Scalar structure of the geopoint vector <code>P</code> .                                              |

## Examples **Converting a geopoint vector into struct**

Create a geopoint vector and convert it into a structure.

```
S = shaperead('worldcities', 'UseGeo', true);  
p = geopoint(S)  
S2 = struct(p)  
class(S2)
```

```
p =
```

```
318x1 geopoint vector with properties:
```

```
Collection properties:  
  Geometry: 'point'  
  Metadata: [1x1 struct]  
Feature properties:  
  Latitude: [1x318 double]  
  Longitude: [1x318 double]  
  Name: {1x318 cell}
```

```
S2 =
```

```
Geometry: 'point'  
Metadata: [1x1 struct]  
Latitude: [1x318 double]  
Longitude: [1x318 double]  
Name: {1x318 cell}
```

```
ans =
```

```
struct
```

**See Also** [geopoint.properties](#)

# geopoint.vertcat

---

**Purpose** Vertical concatenation for geopoint vectors

**Syntax** `P = vertcat(P1,P2, ...)`

**Description** `P = vertcat(P1,P2, ...)` vertically concatenates the geopoint vector, `P1`, `P2`, and so on. If the class type of any property is a cell array, then the resultant field in the output `P` will also be a cell array.

**Input Arguments** **P1, P2, ...**  
geopoint vectors that need to be concatenated.

**Output Arguments** **P**  
Concatenated geopoint vector.

## **Examples** **Concatenate geopoint vectors**

Create several geopoint vectors and concatenate them.

```
pt1 = geopoint(42, -110, 'Temperature', 65, 'Name', 'point1');  
pt2 = geopoint( 42.1, -110.4, 'Temperature', 65.5, 'Name', 'point2');  
pts = vertcat(pt1, pt2)
```

```
pts =
```

```
2x1 geopoint vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'
```

```
    Metadata: [1x1 struct]
```

```
Feature properties:
```

```
    Latitude: [42 42.1000]
```

```
    Longitude: [-110 -110.4000]
```

```
    Temperature: [65 65.5000]
```

```
    Name: {'point1' 'point2'}
```

**See Also** `geopoint.cat`

**Purpose** Geographic quadrangle bounding multi-part line

**Syntax** `[latlim,lonlim] = geoquadline(lat,lon)`

**Description** `[latlim,lonlim] = geoquadline(lat,lon)` returns the limits of the tightest possible geographic quadrangle that bounds a line connecting vertices with geographic coordinates specified by `lat` and `lon`.

## Input Arguments

### **lat - Latitudes along a line**

vector

Latitudes along a line, specified as a vector representing an ordered sequences of vertices, in units of degrees. The line may be broken into multiple parts, delimited by values of NaN.

#### **Data Types**

single | double

### **lon - Longitudes along a line**

vector

Longitudes along a line, specified as a vector representing an ordered sequences of vertices, in units of degrees. The line may be broken into multiple parts, delimited by values of NaN.

#### **Data Types**

single | double

## Output Arguments

### **latlim - Latitude limits**

1-by-2 vector

Latitude limits of a geographic quadrangle, returned as a 1-by-2 vector of the form `[southern_limit northern_limit]`, in units of degrees. The elements are in ascending order, and both lie in the closed interval `[-90 90]`.

### **lonlim - Longitude limits**

1-by-2 vector

# geoquadline

---

Longitude limits of a geographic quadrangle, returned as a 1-by-2 vector of the form [western\_limit eastern\_limit], in units of degrees. The limits are wrapped to the interval [-180 180]. They are not necessarily in numerical ascending order.

## Examples

### Bounding Quadrangle for the Brahmaputra River.

Read shape data and then create a bounding box around the line.

```
brahmaputra = shaperead('worlddrivers.shp','Selector',{@(name) strcmp(name,  
[latlim, lonlim] = geoquadline(brahmaputra.Lat, brahmaputra.Lon)
```

```
latlim =
```

```
    23.8285    30.3831
```

```
lonlim =
```

```
    81.8971    95.4970
```

## See Also

[bufgeoquad](#) | [geoquadpt](#) | [outlinegeoquad](#) | [ingeoquad](#)



|                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Geographic quadrangle bounding scattered points                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Syntax</b>           | <code>[latlim,lonlim] = geoquadpt(lat,lon)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Description</b>      | <p><code>[latlim,lonlim] = geoquadpt(lat,lon)</code> returns the limits of the tightest possible geographic quadrangle that bounds a set of points with geographic coordinates <code>lat</code> and <code>lon</code>.</p> <p>In most cases, <code>tf = ingeoquad(lat,lon,latlim,lonlim)</code> will return true, but <code>tf</code> may be false for points on the edges of the quadrangle, due to round off. <code>tf</code> will also be false for elements of <code>lat</code> that fall outside the interval <code>[-90 90]</code> and elements of <code>lon</code> that are not finite.</p> |
| <b>Input Arguments</b>  | <p><b>lat - Point latitudes</b><br/>vector   matrix   N-D array</p> <p>Point latitudes, specified as a vector, matrix, or N-D array, in units of degrees.</p> <p><b>Data Types</b><br/>single   double</p> <p><b>lon - Point longitudes</b><br/>vector   matrix   N-D array</p> <p>Point longitudes, specified as a vector, matrix, or N-D array, in units of degrees.</p> <p><b>Data Types</b><br/>single   double</p>                                                                                                                                                                           |
| <b>Output Arguments</b> | <p><b>latlim - Latitude limits</b><br/>1-by-2 vector</p> <p>Latitude limits of a geographic quadrangle, returned as a 1-by-2 vector of the form <code>[southern_limit northern_limit]</code>, in units of degrees. The elements are in ascending order, and both lie in the closed interval <code>[-90 90]</code>.</p>                                                                                                                                                                                                                                                                            |

## **lonlim - Latitude limits**

1-by-2 vector

Longitude limits of a geographic quadrangle, returned as a 1-by-2 vector of the form [western\_limit eastern\_limit], in units of degrees. The limits are wrapped to the interval [-180 180]. They are not necessarily in numerical ascending order.

## **Examples**

### **Bounding Quadrangle Including Tokyo and Honolulu.**

In this case the output quadrangle straddles the 180-degree meridian, hence the elements of `lonlim` are in descending numerical order, although they are ordered from west to east.

Read a set of points and then create a bounding box around the points.

```
cities = shaperead('worldcities.shp','Selector',{@(name) any(strcmp(name,  
[latlim,lonlim] = geoquadpt([cities.Lat],[cities.Lon])
```

```
latlim =
```

```
    21.3178    35.7082
```

```
lonlim =
```

```
   139.6401  -157.8291
```

## **See Also**

[bufgeoquad](#) | [geoquadline](#) | [outlinegeoquad](#) | [ingeoquad](#)

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>         | Construct geographic raster reference object                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Syntax</b>          | <pre>R = georasterref()<br/>R = georasterref(Name,Value)<br/>R = georasterref(W,rasterSize,rasterInterpretation)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Description</b>     | <p><code>R = georasterref()</code> constructs a geographic raster reference object with default property values.</p> <p><code>R = georasterref(Name, Value)</code> accepts a list of name-value pairs that are used to assign selected properties when initializing a geographic raster reference object.</p> <p><code>R = georasterref(W,rasterSize,rasterInterpretation)</code> constructs a geographic raster reference object with the specified raster size and interpretation properties, and with remaining properties defined by the world file matrix <code>W</code>. The <code>rasterInterpretation</code> input is optional, can equal either 'cells' or 'postings', and has a default value of 'cells'.</p>                                                                                                                                                    |
| <b>Input Arguments</b> | <p><b>W</b><br/>2-by-3 world file matrix</p> <p><b>rasterSize</b><br/>Two-element vector [<math>M</math> <math>N</math>] specifying the number of rows (<math>M</math>) and columns (<math>N</math>) of the raster or image associated with the referencing object. For convenience, you may assign a size vector having more than two elements to <code>RasterSize</code>. This flexibility enables assignments like <code>R.RasterSize = size(RGB)</code>, for example, where <code>RGB</code> is <math>M</math>-by-<math>N</math>-by-3. However, in such cases, only the first two elements of the size vector are actually stored. The higher (non-spatial) dimensions are ignored.</p> <p><b>rasterInterpretation</b><br/>Controls handling of raster edges. The <code>rasterInterpretation</code> input is optional, and can equal either 'cells' or 'postings'.</p> |

**Default:** 'cells'

## **Name-Value Pair Arguments**

Specify optional comma-separated pairs of *Name*, *Value* arguments. *Name* is the argument name and *Value* is the corresponding value. *Name* must appear inside single quotes (' '). You can specify several name and value pair arguments in any order as *Name*<sub>1</sub>, *Value*<sub>1</sub>, . . . , *Name*<sub>N</sub>, *Value*<sub>N</sub>.

You can include any of the following properties, overriding their default values as needed. Alternatively, you may omit any or all properties when constructing your geographic raster reference object. Then, you can customize the result by resetting properties from this list one at a time. The exception is the `RasterInterpretation` property. To have a raster interpretation of 'postings' (rather than the default, 'cells'), the name-value pair 'RasterInterpretation', 'postings' must be specified in your call to `georasterref`.

### **'LatitudeLimits'**

Limits in latitude of the geographic quadrangle bounding the georeferenced raster. A two-element vector of the form:

```
[southern_limit northern_limit]
```

**Default:** [0.5 2.5]

### **'LongitudeLimits'**

Limits in longitude of the geographic quadrangle bounding the georeferenced raster. A two-element vector of the form:

```
[western_limit eastern_limit]
```

**Default:** [0.5 2.5]

### **'RasterSize'**

Two-element vector [*M* *N*] specifying the number of rows (*M*) and columns (*N*) of the raster or image associated with the referencing

object. For convenience, you may assign a size vector having more than two elements to `RasterSize`. This flexibility enables assignments like `R.RasterSize = size( RGB )`, for example, where `RGB` is  $M$ -by- $N$ -by-3. However, in such cases, only the first two elements of the size vector are actually stored. The higher (non-spatial) dimensions are ignored.

**Default:** [2 2]

#### **'RasterInterpretation'**

Controls handling of raster edges. A string that equals either `'cells'` or `'postings'`. If you want this property to have other than the default value, you must set it when you create the object. Once created, you cannot change the value of this property in a geographic raster reference object.

**Default:** `'cells'`

#### **'ColumnsStartFrom'**

Edge from which column indexing starts. A string that equals either `'south'` or `'north'`.

**Default:** `'south'`

#### **'RowsStartFrom'**

Edge from which row indexing starts. A string that equals either `'west'` or `'east'`.

**Default:** `'west'`

## **Output Arguments**

**R**

Geographic raster reference object

## **Examples**

Construct a referencing object for a global raster comprising a grid of 180-by-360 one-degree cells, with rows that start at longitude -180, and with the first cell located in the northwest corner.

```
R = georasterref('RasterSize', [180 360], ...
    'RasterInterpretation', 'cells', 'ColumnsStartFrom', 'north', ...
    'LatitudeLimits', [-90 90], 'LongitudeLimits', [-180 180])
```

---

Construct a referencing object for the DTED Level 0 file that includes Sagarmatha (Mount Everest). The DTED columns run from south to north and the first column runs along the western edge of the (one-degree-by-one-degree) quadrangle, consistent with the default values for 'ColumnsStartFrom' and 'RowsStartFrom'.

```
R = georasterref('LatitudeLimits', [27 28], 'LongitudeLimits', [86 87], .
    'RasterSize', [121 121], 'RasterInterpretation', 'postings')
```

---

Repeat the second example with a different strategy: Create an object by specifying only the `RasterInterpretation` value, then modify the object by resetting additional properties. (As noted above, the `RasterInterpretation` of an existing raster reference object cannot be changed.)

```
R = georasterref('RasterInterpretation', 'postings');
R.RasterSize = [121 121];
R.LatitudeLimits = [27 28];
R.LongitudeLimits = [86 87];
```

---

Repeat the first example using a world file matrix as input.

```
W = [1    0   -179.5; ...
     0   -1    89.5];
rasterSize = [180 360];
rasterInterpretation = 'cells';
R = georasterref(W, rasterSize, rasterInterpretation);
```

## See Also

[maprasterref](#) | [map.rasterref.GeographicRasterReference](#)

## Purpose

Reference raster to geographic coordinates

## Description

A geographic raster reference object encapsulates the relationship between a geographic coordinate system and a system of *intrinsic coordinates* anchored to the columns and rows of a 2-D spatially referenced raster grid or image. The raster must be sampled regularly in latitude and longitude, and its columns and rows must be aligned with meridians and parallels, respectively.

## Construction

You can use either of the following functions to construct a geographic raster reference object:

- `georasterref` function
- `refvecToGeoRasterReference` or `refmatToGeoRasterReference` conversion functions, if you already have an equivalent referencing vector or matrix

By default, `georasterref` creates a geographic raster reference object with the raster interpretation of cells (`map.rasterref.GeographicCellsReference`). To create a geographic raster reference object with a raster interpretation of postings (`map.rasterref.GeographicPostingsReference`), call `georasterref` specifying the `rasterInterpretation` input argument.

For example, to construct a geographic raster reference object with default property settings, use this command:

```
R = georasterref()
```

```
R =
```

```
GeographicCellsReference with properties:
```

```
LatitudeLimits: [0.5 2.5]  
LongitudeLimits: [0.5 2.5]  
RasterSize: [2 2]  
RasterInterpretation: 'cells'
```

# map.rasterref.GeographicRasterReference

---

```
ColumnsStartFrom: 'south'  
RowsStartFrom: 'west'  
CellExtentInLatitude: 1  
CellExtentInLongitude: 1  
RasterExtentInLatitude: 2  
RasterExtentInLongitude: 2  
XIntrinsicLimits: [0.5 2.5]  
YIntrinsicLimits: [0.5 2.5]  
CoordinateSystemType: 'geographic'  
AngleUnit: 'degree'
```

## Properties

### LatitudeLimits

Latitude limits of the geographic quadrangle bounding the georeferenced raster. A two-element vector of the form:

```
[southern_limit northern_limit]
```

**Default:** [0.5 2.5]

### LongitudeLimits

Longitude limits of the geographic quadrangle bounding the georeferenced raster. A two-element vector of the form:

```
[western_limit eastern_limit]
```

**Default:** [0.5 2.5]

### RasterSize

Two-element vector [ $M$   $N$ ] specifying the number of rows ( $M$ ) and columns ( $N$ ) of the raster or image associated with the referencing object. For convenience, you can assign a size vector having more than two elements to `RasterSize`. This enables assignments like `R.RasterSize = size(RGB)`, where `RGB` is  $M$ -by- $N$ -by-3. In cases like this, only the first two elements of the size vector are stored. Higher (nonspatial) dimensions are ignored.  $M$  and



$N$  must be positive in all cases and must be 2 or greater when `RasterInterpretation` is 'postings'.

**Default:** [2 2]

## **RasterInterpretation**

Defines the geometric nature of the raster and controls the handling of raster edges, among other things.

The value 'cells' indicates that the raster comprises a grid of quadrangular cells, and is bounded on all sides by cell edges. For an  $M$ -by- $N$  raster, points with an intrinsic  $X$ -coordinate of 1 or  $N$  or an intrinsic  $Y$ -coordinate of 1 or  $M$  fall within the raster, not on its edges.

The value 'postings' indicates that the raster comprises a grid of sample points, where rows or columns of samples run along the edge of the grid. For an  $M$ -by- $N$  raster, points with an intrinsic  $X$ -coordinate of 1 or  $N$  and/or an intrinsic  $Y$ -coordinate of 1 or  $M$  fall right on an edge (or corner) of the raster.

Cannot be set.

**Default:** 'cells'

## **AngleUnit**

Unit of angle used for angle-valued properties. A string that equals 'degree'.

## **ColumnsStartFrom**

Edge from which column indexing starts. A string that equals 'south' or 'north'.

**Default:** 'south'

## **RowsStartFrom**

# map.rasterref.GeographicRasterReference

---

Edge from which row indexing starts. A string that equals 'west' or 'east'.

**Default:** 'west'

## **CellExtentInLatitude**

Supported by `map.rasterref.GeographicCellsReference`.

Extent in latitude of individual cells. Distance, in units of latitude, between the northern and southern limits of a single raster cell. The value is always positive, and is the same for all cells in the raster.

Cannot be set.

## **CellExtentInLongitude**

Supported by `map.rasterref.GeographicCellsReference`.

Extent in longitude of individual cells. Distance, in units of longitude, between the western and eastern limits of a single raster cell. The value is always positive, and is the same for all cells in the raster.

Cannot be set.

## **SampleSpacingInLatitude**

Supported by `map.rasterref.GeographicPostingsReference`.

Distance in latitude between adjacent samples. North-south distance, in units of latitude, between adjacent samples (postings) in the raster. The value is always positive, and is the constant throughout the raster.

Cannot be set.

## **SampleSpacingInLongitude**

Supported by `map.rasterref.GeographicPostingsReference`.

Distance in longitude between adjacent samples. East-west distance, in units of longitude, between adjacent samples

(postings) in the raster. The value is always positive, and is the constant throughout the raster.

Cannot be set.

## **RasterExtentInLatitude**

Latitude extent ("height") of the quadrangle covered by the raster.

Cannot be set.

## **RasterExtentInLongitude**

Longitude extent ("width") of the quadrangle covered by the raster.

Cannot be set.

## **XIntrinsicLimits**

Raster limits in intrinsic  $x$ . A two-element row vector [ $x_{\text{Min}}$   $x_{\text{Max}}$ ]. For an  $M$ -by- $N$  raster with `RasterInterpretation` equal to 'postings', it equals [1  $N$ ]; and for 'cells', it equals [0.5,  $N + 0.5$ ].

Cannot be set.

## **YIntrinsicLimits**

Raster limits in intrinsic  $y$ . A two-element row vector [ $y_{\text{Min}}$   $y_{\text{Max}}$ ]. For an  $M$ -by- $N$  raster with `RasterInterpretation` equal to 'postings', it equals [1  $M$ ]; and for 'cells', it equals [0.5,  $M + 0.5$ ].

Cannot be set.

## **CoordinateSystemType**

Type of coordinate system to which the image or raster is referenced. A constant string with value 'geographic'.

# map.rasterref.GeographicRasterReference

---

## Methods

|                       |                                                        |
|-----------------------|--------------------------------------------------------|
| contains              | True if raster contains latitude-longitude points      |
| geographicToDiscrete  | Transform geographic to discrete coordinates           |
| geographicToIntrinsic | Convert from geographic to intrinsic coordinates       |
| intrinsicToGeographic | Convert from intrinsic to geographic coordinates       |
| intrinsicXToLongitude | Convert from intrinsic $x$ to longitude                |
| intrinsicYToLatitude  | Convert from intrinsic $y$ to latitude                 |
| latitudeToIntrinsicY  | Convert from latitude to intrinsic $y$                 |
| longitudeToIntrinsicX | Convert from longitude to intrinsic $x$                |
| sizesMatch            | True if object and raster or image are size-compatible |
| worldFileMatrix       | World file parameters for transformation               |

## Definitions

### Intrinsic Coordinate System

A 2-D Cartesian system with its  $x$ -axis running parallel to the rows of a raster or image and its  $y$ -axis running parallel to the columns.  $x$  increases by 1 from column to column, and  $y$  increases by 1 from row to row.

Mapping Toolbox and Image Processing Toolbox™ use the convention for the location of the origin relative to the raster cells or sampling points such that, at a sample location or at the center of a cell,  $x$  has an integer value equal to the column index. Likewise, at a sample location

or at the center of a cell, *y* has an integer value equal to the row index. For details, see Image Coordinate Systems in the Image Processing Toolbox documentation.

## Examples

Construct a geographic raster reference object and specify some properties:

```
R = georasterref();  
R.RasterSize = [180 360];  
R.LatitudeLimits = [-90 90];  
R.LongitudeLimits = [-180 180];  
R.ColumnsStartFrom = 'north'
```

R =

GeographicCellsReference with properties:

```
LatitudeLimits: [-90 90]  
LongitudeLimits: [-180 180]  
RasterSize: [180 360]  
RasterInterpretation: 'cells'  
ColumnsStartFrom: 'north'  
RowsStartFrom: 'west'  
CellExtentInLatitude: 1  
CellExtentInLongitude: 1  
RasterExtentInLatitude: 180  
RasterExtentInLongitude: 360  
XIntrinsicLimits: [0.5 360.5]  
YIntrinsicLimits: [0.5 180.5]  
CoordinateSystemType: 'geographic'  
AngleUnit: 'degree'
```

## See Also

[georasterref](#) | [refmatToGeoRasterReference](#) | [refvecToGeoRasterReference](#) | [map.rasterref.MapRasterReference](#)

# map.rasterref.GeographicRasterReference.contains

---

**Purpose** True if raster contains latitude-longitude points

**Syntax** `TF = contains(R,lat,lon)`

**Description** `TF = contains(R,lat,lon)` returns a logical array TF having the same size as lat and lon such that `TF(k)` is true if and only if the point `(lat(k),lon(k))` falls within the bounds of the raster associated with referencing object R. Elements of lon can be wrapped arbitrarily without affecting the result.

# map.rasterref.GeographicRasterReference.geographicToD

---

**Purpose** Transform geographic to discrete coordinates

**Syntax** `[I,J] = geographicToDiscrete(R,lat,lon)`

**Description** `[I,J] = geographicToDiscrete(R,lat,lon)` returns subscript arrays I and J. When referencing object R has `RasterInterpretation` 'cells', these are the row and column subscripts of the raster cells (or image pixels) containing each element of a set of points given their geographic coordinates (`lat`, `lon`). If `R.RasterInterpretation` is 'postings', then the subscripts refer to the nearest sample point (posting).

`lat` and `lon` must have the same size. I and J will have the same size as `lat` and `lon`. For an *M*-by-*N* raster,  $1 \leq I \leq M$  and  $1 \leq J \leq N$ , except when a point `lat(k)`, `lon(k)` falls outside the image, as defined by `contains(R,lat,lon)`. Then both `I(k)` and `J(k)` are NaN.

**Purpose** Convert from geographic to intrinsic coordinates

**Syntax** `[xIntrinsic, yIntrinsic] = geographicToIntrinsic(R,lat, lon)`

**Description** `[xIntrinsic, yIntrinsic] = geographicToIntrinsic(R,lat, lon)` returns the intrinsic coordinates (`xIntrinsic`, `yIntrinsic`) of a set of points given their geographic coordinates (`lat`, `lon`), based on the relationship defined by referencing object `R`. `lat` and `lon` must have the same size, and all (non-NaN) elements of `lat` must fall within the interval `[-90 90]` degrees. `xIntrinsic` and `yIntrinsic` have the same size as `lat` and `lon`. The input can include points outside the geographic quadrangle bounding the raster. As long as their latitudes are valid, the locations of such points are extrapolated outside the bounds of the raster in the intrinsic coordinate system.



# map.rasterref.GeographicRasterReference.intrinsicToGeog

---

**Purpose** Convert from intrinsic to geographic coordinates

**Syntax** `[lat, lon] = intrinsicToGeographic(R,xIntrinsic, yIntrinsic)`

**Description** `[lat, lon] = intrinsicToGeographic(R,xIntrinsic, yIntrinsic)` returns the geographic coordinates (`lat`, `lon`) of a set of points, given their intrinsic coordinates (`xIntrinsic`, `yIntrinsic`) and based on the relationship defined by referencing object `R`. `xIntrinsic` and `yIntrinsic` have the same size. `lat` and `lon` have the same size as `xIntrinsic` and `yIntrinsic`.

The input can include points that fall outside the limits of the raster (or image). Latitudes and longitudes for such points are linearly extrapolated outside the geographic quadrangle bounding the raster. However, for any point that extrapolates to a latitude beyond the poles (latitude < -90 degrees or latitude > 90 degrees), the values of `lat` and `lon` are set to NaN.

# map.rasterref.GeographicRasterReference.intrinsicXToLongitude

---

**Purpose** Convert from intrinsic  $x$  to longitude

**Syntax** `lon = intrinsicXToLongitude(R,xIntrinsic)`

**Description** `lon = intrinsicXToLongitude(R,xIntrinsic)` returns the longitude of the meridian corresponding to the line  $x = xIntrinsic$ , based on the relationship defined by referencing object `R`. The input can include values that fall completely outside the intrinsic  $x$ -limits of the raster (or image). In this case, longitude is extrapolated outside the longitude limits. NaN-valued elements of `xIntrinsic` map to NaNs in `lon`.

**Purpose** Convert from intrinsic  $y$  to latitude

**Syntax** `lat = intrinsicYToLatitude(R,yIntrinsic)`

**Description** `lat = intrinsicYToLatitude(R,yIntrinsic)` returns the latitude of the small circle corresponding to the line  $y = yIntrinsic$ , based on the relationship defined by the referencing object  $R$ . The input can include values that fall completely outside the intrinsic  $y$ -limits of the raster (or image). In this case latitude is extrapolated outside the latitude limits, but for input values that extrapolate to latitudes beyond the poles (latitude  $< -90$  degrees or latitude  $> 90$  degrees), the value of `lat` is set to NaN. NaN-valued elements of `yIntrinsic` map to NaNs in `lat`.

# georasterref.latitudeToIntrinsicY

---

**Purpose** Convert from latitude to intrinsic  $y$

**Syntax** `yIntrinsic = latitudeToIntrinsicY(R,lat)`

**Description** `yIntrinsic = latitudeToIntrinsicY(R,lat)` returns the intrinsic  $Y$  value of the line corresponding to the small circle at latitude `lat`, based on the relationship defined by referencing object `R`. The input can include values that fall completely outside the latitude limits of the raster (or image). In this case, `yIntrinsic` is either extrapolated outside the intrinsic  $Y$  limits, for elements of `lat` that fall within the interval `[-90 90]` degrees, or set to `NaN`, for elements of `lat` that do not correspond to valid latitudes. `NaN`-valued elements of `lat` map to `NaNs` in `yIntrinsic`.

**Purpose** Convert from longitude to intrinsic  $x$

**Syntax** `xIntrinsic = longitudeToIntrinsicX(R,lon)`

**Description** `xIntrinsic = longitudeToIntrinsicX(R,lon)` returns the intrinsic  $x$  value of the line corresponding to the meridian at longitude `lon`, based on the relationship defined by referencing object `R`. The input can include values that fall completely outside the longitude limits of the raster (or image). In this case, `xIntrinsic` is extrapolated outside the intrinsic  $x$  limits. NaN-valued elements of `lon` map to NaNs in `xIntrinsic`.

# map.rasterref.GeographicRasterReference.sizesmatch

---

**Purpose** True if object and raster or image are size-compatible

**Syntax** TF = sizesMatch(R,A)

**Description** TF = sizesMatch(R,A) returns true if the size of the raster (or image) A is consistent with the RasterSize property of the referencing object R. That is,

`R.RasterSize == [size(A,1) size(A,2)]`

**Purpose** World file parameters for transformation

**Syntax** `W = worldFileMatrix(R)`

**Description** `W = worldFileMatrix(R)` returns a 2-by-3 world file matrix. Each of the six elements in `W` matches one of the lines in a world file corresponding to the transformation defined by referencing object `R`.

Given `W` with the form:

$$W = \begin{bmatrix} A & B & C; \\ D & E & F \end{bmatrix}$$

a point  $(x_i, y_i)$  in intrinsic coordinates maps to a point  $(lat, lon)$  in geographic coordinates like this:

$$\begin{aligned} lon &= A * (x_i - 1) + B * (y_i - 1) + C \\ lat &= D * (x_i - 1) + E * (y_i - 1) + F \end{aligned}$$

More compactly:

$$[lon \ lat]' = W * [x_i - 1 \ y_i - 1 \ 1]'$$

The `-1`s allow the world file matrix to work with the Mapping Toolbox convention for intrinsic coordinates, which is consistent with the 1-based indexing used throughout MATLAB.

`W` is stored in a world file with one term per line in column-major order: `A, D, B, E, C, F`. That is, a world file contains the elements of `W` in this order:

```
W(1,1)
W(2,1)
W(1,2)
W(2,2)
W(1,3)
W(2,3)
```

More compactly:

# map.rasterref.GeographicRasterReference.worldFileMatrix

---

$$[\text{lon } \text{lat}]' = W * [(\text{x}_i - 1) (\text{y}_i - 1) \ 1]'$$

The previous expressions hold for a general affine transformation. But in the matrix returned by this method  $B$ ,  $D$ ,  $W(2,1)$  and  $W(1,2)$  are identically 0 because longitude depends only on intrinsic  $x$  and latitude depends only on intrinsic  $y$ .

## See Also

[worldfileread](#) | [worldfilewrite](#)



**Purpose** Geographic shape vector

**Syntax**

```
s = geoshape()  
s = geoshape(lat,lon)  
s = geoshape(lat,lon,Name,Value)  
s = geoshape(structArray)  
s = geoshape(lat,lon,structArray)
```

**Description** A geoshape vector is an object that represents geographic vector features with either point, line, or polygon topology. The features consist of latitude and longitude coordinates and associated attributes. If these attributes vary spatially they are termed Vertex properties. These elements of the geoshape vector are coupled such that the length of the latitude and longitude coordinate property values are always equal in length to any additional dynamic Vertex properties. Attributes which only pertain to the overall feature (point, line, polygon) are termed Feature properties. Feature properties are not linked to the auto-sizing mechanism of the Vertex properties. Both of the property types can be dynamically added to a geoshape vector using the standard dot notation.

A geoshape vector is always a column vector.

**Construction** `s = geoshape()` constructs an empty geoshape vector, `s`, with the following default property settings.

```
s =
```

```
0x1 geoshape vector with properties:
```

```
Collection properties:  
  Geometry: 'line'  
  Metadata: [1x1 struct]  
Vertex properties:  
  Latitude: []  
  Longitude: []
```

For an additional example see: “Construct a Default geoshape Vector” on page 1-431

`s = geoshape(lat,lon)` constructs a geoshape vector and sets the `Latitude` and `Longitude` property values equal to vectors `lat` and `lon`. `lat` and `lon` may be either numeric vectors of class `single` or `double`, or cell arrays containing numeric vectors of class `single` or `double`. For an example, see “Construct a geoshape vector Specifying Latitude and Longitude Values” on page 1-431.

`s = geoshape(lat,lon,Name,Value)` constructs a geoshape vector from the input `lat` and `lon` vectors, and then adds dynamic properties to the geoshape vector using the `Name, Value` argument pairs.

- If `Value` is in a cell array containing numeric, logical or cell array of strings, then this property is designated as a `Vertex` property. Otherwise, this property is designated as a `Feature` property.
- If the specified `Name` is `Metadata` and the corresponding `Value` is a scalar structure, then `Value` is copied to the `Metadata` property. Otherwise, an error is issued.

For an example, see: “Construct a geoshape Vector Specifying a Name-Value Pair” on page 1-432.

`s = geoshape(structArray)` constructs a geoshape vector from the fields of the structure array, `structArray`.

- If `structArray` contains the field `Lat`, and does not contain a field `Latitude`, then the `Latitude` property values are set equal to the `Lat` field values. If `structArray` contains the field, `Lon`, and does not contain a field `Longitude`, then the `Longitude` property values are set equal to the `Lon` field values.
- If `structArray` contains both `Lat` and `Latitude` fields, then the `Latitude` property values are set equal to the `Latitude` field values and a `Lat` dynamic property is created whose values are set equal to the `Lat` field values. Similar behavior occurs for `Longitude` and `Lon` field combinations if present in `structArray`.

- If `structArray` is a scalar structure which contains the field `Metadata` and the field value is a scalar structure, then the `Metadata` field is copied to the `Metadata` property. If `structArray` is a scalar structure and the `Metadata` field is present and is not a scalar structure, then an error is issued. If `structArray` is not scalar then the `Metadata` field is ignored.
- Other fields of `structArray` are assigned to `s` and become dynamic properties. Field values in `structArray` that are not numeric, strings, logical, or cell arrays of numeric, logical, or string values are ignored.

For an example, see “Construct a geoshape vector from a Structure Array” on page 1-432.

`s = geoshape(lat,lon,structArray)` constructs a new `geoshape` vector and sets the `Latitude` and `Longitude` properties equal to the numeric vectors, `lat` and `lon`, and sets the field values of `struct structArray` as dynamic properties.

- If `structArray` contains the fields `Lat`, `Latitude`, `Lon` or `Longitude`, then those field values are ignored since the `Latitude` and `Longitude` property values are set by the `lat` and `lon` input vectors.
- If `structArray` is a scalar structure and contains the field `Metadata`, and the field value is a scalar structure, then it is copied to the `Metadata` property value. Otherwise, an error is issued if the `Metadata` field is not a structure, or ignored if `structArray` is not scalar.

For an example, see “Construct a geoshape vector Using Cell Arrays” on page 1-433.

## Input Arguments

### **lat**

vector of latitude coordinates

## Data Types

double | single | cell

## lon

vector of longitude coordinates

## Data Types

double | single | cell

## structArray

An array of structures containing fields to be assigned as dynamic properties.

## Name

Name of dynamic property

## Data Types

char

## Value

Property value associated with dynamic property **Name**. The class type of the values for the Feature dynamic properties may be either numeric, logical, char, or a cell array of strings. Values for the Vertex dynamic properties may be either numeric, logical, cell array of strings, or a cell array of numeric, logical, or cell array of strings.

## Output Arguments

**s**

geoshape vector.

## Properties

geoshape class is a general class that represents a variety of geographic features. The class permits features to have more than one vertex and can thus represent lines and polygons in addition to multipoints. The class has the following property types.

| Types of Properties   | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|-----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Collection Properties | Collection properties contain only one value per class instance. This is in contrast to the other two property types which can have attribute values associated with each feature or with each vertex in a set that defines a feature. Geometry and Metadata are the only two Collection properties.                                                                                                                                                                                                                                                                                                                                                                                                             |
| Vertex Properties     | Vertex properties provide a scalar number or a string for each vertex in a geoshape object. Vertex properties are suitable for attributes that vary spatially from point to point (vertex to vertex) along a line. Examples of such spatially varying attributes could be elevation, speed, temperature, or time. Latitude and Longitude are vertex properties since they contain a scalar number for each vertex in a geoshape vector. Attribute values can be dynamically associated with each vertex by using dot notation. This is similar to adding dynamic fields to a structure. The dynamically added vertex property values of an individual feature match its Latitude and Longitude values in length. |
| Feature Properties    | Feature properties provide one value (a scalar number or a string) for each feature in a geoshape vector. They are suitable for properties, such as name, owner, serial number, age, etc., that describe a given feature (an element of a geoshape vector) as a whole.                                                                                                                                                                                                                                                                                                                                                                                                                                           |

Like Vertex properties, Feature properties can be added dynamically.

**Geometry**

The Geometry property is a string that denotes the shape type for all the features in the geoshape vector. As a Collection Property there is only one value per object instance. Its purpose is purely

informational; the three allowable string values for `Geometry` do not change class behavior. Additionally, the class does not provide validation for line or polygon topologies.

Default value for `Geometry` is `'line'`.

|                       |                                         |
|-----------------------|-----------------------------------------|
| <code>Geometry</code> | <code>'point', 'line', 'polygon'</code> |
|-----------------------|-----------------------------------------|

## Metadata

Metadata is a scalar structure containing information for all the features. You can add any data type to the structure. As a Collection Property type, only one instance per object is allowed.

|                       |                            |
|-----------------------|----------------------------|
| <code>Metadata</code> | <code>Scalar struct</code> |
|-----------------------|----------------------------|

## Latitude

Vector of latitude coordinates. The values can be either a row or column vector, but are stored as a row vector.

### Attributes:

|                       |                                     |
|-----------------------|-------------------------------------|
| <code>Latitude</code> | <code>single   double vector</code> |
|-----------------------|-------------------------------------|

## Longitude

Vector of longitude coordinates. The values can be either a row or column vector, but are stored as a row vector.

### Attributes:

|                        |                                     |
|------------------------|-------------------------------------|
| <code>Longitude</code> | <code>single   double vector</code> |
|------------------------|-------------------------------------|

## Methods

|                     |                                    |
|---------------------|------------------------------------|
| <code>append</code> | Append features to geoshape vector |
| <code>cat</code>    | Concatenate geoshape vectors       |

|            |                                              |
|------------|----------------------------------------------|
| disp       | Display geoshape vector                      |
| fieldnames | Dynamic properties of geoshape vector        |
| isempty    | True if geoshape vector is empty             |
| isfield    | True if dynamic property exists              |
| isprop     | True if property exists                      |
| length     | Number of elements in geoshape vector        |
| properties | Properties of a geoshape vector              |
| rmfield    | Remove dynamic property from geoshape vector |
| rmprop     | Remove properties from geoshape vector       |
| size       | Size of geoshape vector                      |
| struct     | Convert geoshape vector to scalar structure  |
| vertcat    | Vertical concatenation for geoshape vectors  |

## Copy Semantics

Value. To learn how value classes affect copy operations, see Copying Objects in the MATLAB documentation.

## Class Behaviors

- The following examples show how to build geoshape vectors with single or multiple features.
  - “Construct a geoshape Vector and Dynamically Add a Feature Property” on page 1-433
  - “Construct a geoshape vector and define multiple point features” on page 1-435

- You can attach dynamic feature and vertex properties to a geoshape vector by either adding them at construction or by using the dot (.) notation after construction. This is similar to adding new fields to a structure. The following examples highlight the two ways by which a geoshape vector with the same features can be created. In each example the data is read from the same file into a structure array. The first example dynamically adds the features to a geoshape object created with the default constructor. The second example uses the structure array as an argument to constructor which builds the geoshape vector.

“Construct a geoshape vector and Dynamically Add Multiple Line Features” on page 1-436

“Construct a geoshape vector from a Structure Array ” on page 1-438

- The geoshape vector can be indexed like any MATLAB vector. You can access any element of the vector to obtain a specific feature. The following examples demonstrate this behavior.

“Use Indexing to Append a Single Point and a Shape to a geoshape Vector” on page 1-440

“Using Indexing To Sort and Modify Dynamic Features” on page 1-443

“Construct a Two-element geoshape vector Containing GPS Track Log Data” on page 1-446

- The following example demonstrates the behavior of differing vector representations of the `Latitude` and `Longitude` properties.

“Use geoshape Vectors to Store Latitude and Longitude Values” on page 1-448

- If either `Latitude` or `Longitude` is set to `[]`, then both coordinate properties are set to `[]` and all dynamic `Vertex` or `Feature` properties are removed.
- If a `Vertex` or `Feature` property is set to `[]`, then it is removed from the object.



## Examples

### Construct a Default geoshape Vector

Create a geoshape vector and dynamically set the Latitude and Longitude property values, and dynamically add Vertex property Z

```
s = geoshape();  
s(1).Latitude = 0:45:90;  
s(1).Longitude = [10 10 10];  
s(1).Z = [10 20 30]
```

```
s =
```

```
1x1 geoshape vector with properties:
```

```
Collection properties:  
  Geometry: 'line'  
  Metadata: [1x1 struct]  
Vertex properties:  
  Latitude: [0 45 90]  
  Longitude: [10 10 10]  
  Z: [10 20 30]
```

### Construct a geoshape vector Specifying Latitude and Longitude Values

Create a geoshape vector specifying latitude and longitude values.

```
s = geoshape([42 43 45], [10 11 15])
```

```
s =
```

```
1x1 geoshape vector with properties:
```

```
Collection properties:  
  Geometry: 'line'  
  Metadata: [1x1 struct]  
Vertex properties:  
  Latitude: [42 43 45]  
  Longitude: [10 11 15]
```

## Construct a geoshape Vector Specifying a Name-Value Pair

Create a geoshape vector using a Name-Value pair to define a new Feature property.

```
point = geoshape(42, -72, 'Temperature', 89);  
point.Geometry = 'point'
```

```
point =
```

```
1x1 geoshape vector with properties:
```

```
Collection properties:  
    Geometry: 'point'  
    Metadata: [1x1 struct]  
Vertex properties:  
    Latitude: 42  
    Longitude: -72  
Feature properties:  
    Temperature: 89
```

When `Value` is a cell array containing numeric, logical, or cell array of strings, it is construed as a Vertex property. Otherwise the Name-Value pair is designated as being a Feature property.

## Construct a geoshape vector from a Structure Array

Create a structure array and then create a geoshape vector.

```
structArray = shaperead('worlddrivers', 'UseGeoCoords', true);  
shape = geoshape(structArray)
```

```
s =
```

```
128x1 geoshape vector with properties:
```

```
Collection properties:  
    Geometry: 'line'  
    Metadata: [1x1 struct]
```

```

Vertex properties:
  (128 features concatenated with 127 delimiters)
    Latitude: [1x5542 double]
    Longitude: [1x5542 double]
Feature properties:
  Name: {1x128 cell}

```

### Construct a geoshape vector Using Cell Arrays

Use cell arrays to define multiple features and a structure array to define a set of Feature properties.

```

[structArray2, structNames] = shaperead('worldrivers', 'UseGeoCoords');
s = geoshape({structArray2.Lat}, {structArray2.Lon}, structNames)

```

```
s =
```

```
128x1 geoshape vector with properties:
```

```

Collection properties:
  Geometry: 'line'
  Metadata: [1x1 struct]
Vertex properties:
  (128 features concatenated with 127 delimiters)
    Latitude: [1x5542 double]
    Longitude: [1x5542 double]
Feature properties:
  Name: {1x128 cell}

```

### Construct a geoshape Vector and Dynamically Add a Feature Property

Construct a geoshape vector with one feature from latitude and longitude coordinates.

```

coast = load('coast')
s = geoshape(coast.lat, coast.long);

```

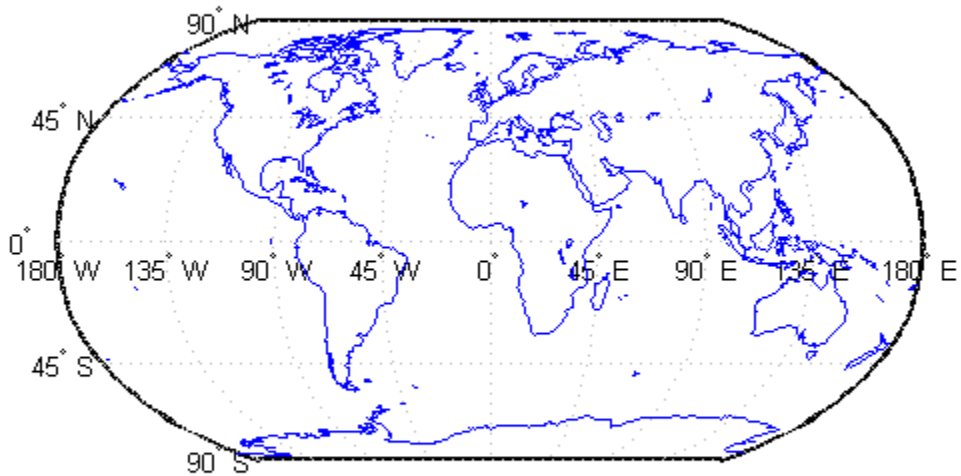
```
coast =  
  
    lat: [9865x1 double]  
    long: [9865x1 double]  
  
s =  
  
1x1 geoshape vector with properties:  
  
Collection properties:  
    Geometry: 'line'  
    Metadata: [1x1 struct]  
Vertex properties:  
    Latitude: [1x9865 double]  
    Longitude: [1x9865 double]
```

Dynamically add a Feature property and display it.

```
s.Name = 'coastline'  
  
figure  
worldmap world  
geoshow(s.Latitude, s.Longitude)
```

```
s =  
  
1x1 geoshape vector with properties:  
  
Collection properties:  
    Geometry: 'line'  
    Metadata: [1x1 struct]  
Vertex properties:  
    Latitude: [1x9865 double]  
    Longitude: [1x9865 double]  
Feature properties:  
    Name: 'coastline'
```

Note that the Feature property Name applies to the entire set of vertices defined by the Geometry property as representing a `line`.



### **Construct a geoshape vector and define multiple point features**

Define the latitude and longitude data and create a geoshape vector.

```
lat = {42, 42.3};  
lon = {-72, -72.85};
```

```
temperature = {89, 87.5};  
s = geoshape(lat, lon, 'Temperature', temperature);  
s.Geometry = 'point'
```

```
s =
```

```
2x1 geoshape vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'
```

```
    Metadata: [1x1 struct]
```

```
Vertex properties:
```

```
(2 features concatenated with 1 delimiter)
```

```
    Latitude: [42 NaN 42.3000]
```

```
    Longitude: [-72 NaN -72.8500]
```

```
    Temperature: [89 NaN 87.5000]
```

Note that the number of `temperature` entries match the number of `lat` and `lon` entries which causes this attribute to be classified as a Vertex property.

## **Construct a geoshape vector and Dynamically Add Multiple Line Features**

Create a structure array, `structArray`, contains 128 elements. Each element defines a river as a line using multiple location vertices.

```
structArray = shaperead('worldrivers', 'UseGeoCoords', true)
```

```
structArray =
```

```
128x1 struct array with fields:
```

```
    Geometry
```

```
    BoundingBox
```

```
    Lon
```

```
    Lat
```

```
    Name
```

Display one element in the 128 element structure array.

```
structArray(1)
```

```
ans =
```

```

    Geometry: 'Line'
  BoundingBox: [2x2 double]
           Lon: [126.7796 126.5321 126.3121 126.2383 126.0362 NaN]
           Lat: [73.4571 73.0669 72.8343 72.6010 72.2894 NaN]
           Name: 'Lena'

```

Note that the Lat and Lon vectors are terminated with a NaN delimiter.

Dynamically add Vertex properties from each entry in the structure array. Then add a Feature property: the name of each of the 128 rivers in shape.

```

shape = geoshape();

for k=1:length(shape)
    shape(k).Latitude = structArray(k).Lat;
    shape(k).Longitude = structArray(k).Lon;
end

shape.Name = {structArray.Name}

shape =

128x1 geoshape vector with properties:

Collection properties:
    Geometry: 'line'
    Metadata: [1x1 struct]
Vertex properties:
(128 features concatenated with 127 delimiters)
    Latitude: [1x5542 double]
    Longitude: [1x5542 double]

```

```
Feature properties:  
    Name: {1x128 cell}
```

Note that the features are concatenated with a NaN delimiter.

Since the default value of the Geometry Collection property is 'line' there is no need to set it explicitly in this example.

## **Construct a geoshape vector from a Structure Array**

Read in structure array containing 128 elements which define world rivers. Display one element of the array.

```
structArray = shaperead('worldrivers', 'UseGeoCoords', true)  
structArray(1)
```

```
ans =
```

```
    Geometry: 'Line'  
    BoundingBox: [2x2 double]  
        Lon: [126.7796 126.5321 126.3121 126.2383 126.0362 NaN]  
        Lat: [73.4571 73.0669 72.8343 72.6010 72.2894 NaN]  
    Name: 'Lena'
```

Note that the Lat and Lon vectors are terminated with NaN delimiters which used to separate the Vertex feature data in the geoshape class.

The structure array contains all the data needed to construct the 128 element geoshape vector.

```
shape = geoshape(structArray)
```

```
shape =
```

```
128x1 geoshape vector with properties:
```

```
Collection properties:  
    Geometry: 'line'  
    Metadata: [1x1 struct]
```



```
Vertex properties:
(128 features concatenated with 127 delimiters)
  Latitude: [1x5542 double]
  Longitude: [1x5542 double]
Feature properties:
  Name: {1x128 cell}
```

Display only the first 5 feature elements of the geoshape vector.

```
shape(1:5)
```

```
ans =
```

```
5x1 geoshape vector with properties:
```

```
Collection properties:
  Geometry: 'line'
  Metadata: [1x1 struct]
Vertex properties:
(5 features concatenated with 4 delimiters)
  Latitude: [1x52 double]
  Longitude: [1x52 double]
Feature properties:
  Name: {'Lena' 'Lena' 'Mackenzie' 'Mackenzie' 'Kolyma'}
```

Note that indexing of the first five elements of the geoshape vector displays the corresponding number of Feature properties in Name.

Add a filename field to the Metadata structure which is a Collection property and thus applies to all features in the object.

```
shape.Metadata.FileName = 'worldcities.shp';
shape.Metadata
```

```
ans =
```

```
Filename: 'worldcities.shp'
```

## Use Indexing to Append a Single Point and a Shape to a geoshape Vector

Create a geoshape vector containing a single feature of the locations of world cities.

```
S = shaperead('worldcities.shp', 'UseGeoCoords', true);
cities = geoshape([S.Lat], [S.Lon], 'Name', {{S.Name}});
cities.Geometry = 'point';
```

Append Paderborn Germany to the geoshape vector.

```
lat = 51.715254;
lon = 8.75213;
cities(1).Latitude(end+1) = lat;
cities(1).Longitude(end) = lon;
cities(1).Name{end} = 'Paderborn'
```

```
cities =
```

```
1x1 geoshape vector with properties:
```

```
Collection properties:
```

```
Geometry: 'point'
```

```
Metadata: [1x1 struct]
```

```
Vertex properties:
```

```
Latitude: [1x319 double]
```

```
Longitude: [1x319 double]
```

```
Name: {1x319 cell}
```

The length of each vertex property grows by 1 when `Latitude(end+1)` is set. The remaining properties are indexed with `end`.

You can display the last point by constructing a geopoint vector.

```
paderborn = geopoint(cities.Latitude(end), cities.Longitude(end), ...
    'Name', cities.Name{end})
```

```
paderborn =

1x1 geopoint vector with properties:

Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  Latitude: 51.7153
  Longitude: 8.7521
  Name: 'Paderborn'
```

Create a new geoshape vector with two new features containing the cities in the northern and southern hemispheres. Add a Location dynamic feature property to distinguish the different classifications.

```
northern = cities(1).Latitude >= 0;
southern = cities(1).Latitude < 0;
index = {northern; southern};
location = {'Northern Hemisphere', 'Southern Hemisphere'};
hemispheres = geoshape();
for k = 1:length(index)
    hemispheres = append(hemispheres, ...
        cities.Latitude(index{k}), cities.Longitude(index{k}), ...
        'Name', {cities.Name(index{k})}, 'Location', location{k});
end
hemispheres.Geometry = 'point'
```

```
hemispheres =

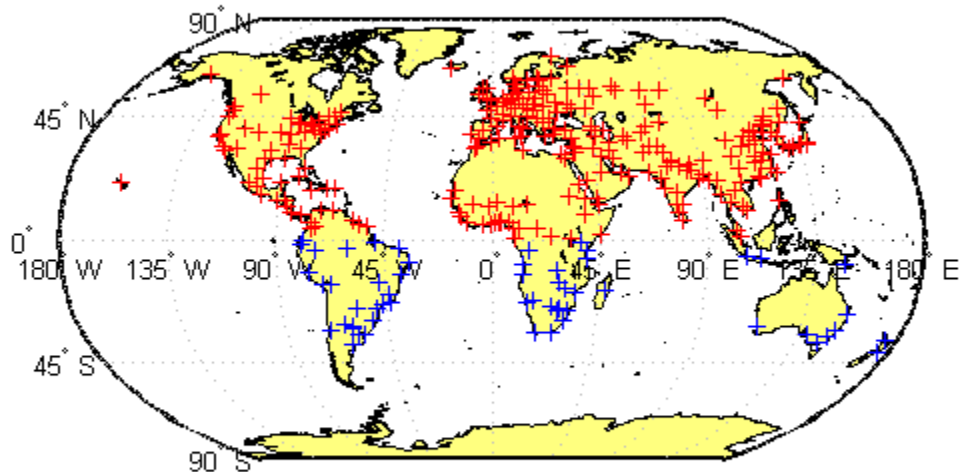
2x1 geoshape vector with properties:

Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Vertex properties:
  (2 features concatenated with 1 delimiter)
```

```
Latitude: [1x320 double]
Longitude: [1x320 double]
Name: {1x320 cell}
Feature properties:
  Location: {'Northern Hemisphere' 'Southern Hemisphere'}
```

Plot the northern cities in red and the southern cities in blue.

```
hemispheres.Color = {'red', 'blue'};
figure;worldmap('world')
geoshow('landareas.shp')
for k=1:2
    geoshow(hemispheres(k).Latitude, hemispheres(k).Longitude, ...
            'DisplayType', hemispheres.Geometry, ...
            'MarkerEdgeColor', hemispheres(k).Color)
end
```



### Using Indexing To Sort and Modify Dynamic Features

Construct a geoshape vector and sort its dynamic properties.

```
shape = geoshape(shaperead('tsunamis', 'UseGeoCoords', true));  
shape.Geometry = 'point';  
shape = shape(:, sort(fieldnames(shape)))
```

```
shape =
```

162x1 geoshape vector with properties:

Collection properties:

Geometry: 'point'

Metadata: [1x1 struct]

Vertex properties:

(162 features concatenated with 161 delimiters)

Latitude: [1x323 double]

Longitude: [1x323 double]

Feature properties:

Cause: {1x162 cell}

Cause\_Code: [1x162 double]

Country: {1x162 cell}

Day: [1x162 double]

Desc\_Deaths: [1x162 double]

Eq\_Mag: [1x162 double]

Hour: [1x162 double]

Iida\_Mag: [1x162 double]

Intensity: [1x162 double]

Location: {1x162 cell}

Max\_Height: [1x162 double]

Minute: [1x162 double]

Month: [1x162 double]

Num\_Deaths: [1x162 double]

Second: [1x162 double]

Val\_Code: [1x162 double]

Validity: {1x162 cell}

Year: [1x162 double]

Modify the geoshape vector to contain only the dynamic properties, Year, Month, Day, Hour, Minute.

```
shape = shape(:, {'Year', 'Month', 'Day', 'Hour', 'Minute'})
```

```
shape =
```

```
162x1 geoshape vector with properties:

Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Vertex properties:
  (162 features concatenated with 161 delimiters)
  Latitude: [1x323 double]
  Longitude: [1x323 double]
Feature properties:
  Year: [1x162 double]
  Month: [1x162 double]
  Day: [1x162 double]
  Hour: [1x162 double]
  Minute: [1x162 double]
```

Display the first 5 elements.

```
shape(1:5)
```

```
ans =
```

```
5x1 geoshape vector with properties:

Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Vertex properties:
  (5 features concatenated with 4 delimiters)
  Latitude: [-3.8000 NaN 19.5000 NaN -9.0200 NaN 42.1500 NaN 19.1000]
  Longitude: [128.3000 NaN -156 NaN 157.9500 NaN 143.8500 NaN -155]
Feature properties:
  Year: [1950 1951 1951 1952 1952]
  Month: [10 8 12 3 3]
  Day: [8 21 22 4 17]
  Hour: [3 10 NaN 1 3]
  Minute: [23 57 NaN 22 58]
```

## Construct a Two-element geoshape vector Containing GPS Track Log Data

Read multiple GPS track log data from a file. `trk1` and `trk2` are geopoint objects.

```
trk1 = gpxread('sample_tracks')
trk2 = gpxread('sample_tracks', 'Index', 2);
```

```
trk1 =
```

```
1851x1 geopoint vector with properties:
```

```
Collection properties:
```

```
Geometry: 'point'
```

```
Metadata: [1x1 struct]
```

```
Feature properties:
```

```
Latitude: [1x1851 double]
```

```
Longitude: [1x1851 double]
```

```
Elevation: [1x1851 double]
```

```
Time: {1x1851 cell}
```

To construct a geoshape vector with multiple features, place the coordinates into cell arrays.

```
lat = {trk1.Latitude, trk2.Latitude};
lon = {trk1.Longitude, trk2.Longitude};
```

To create dynamic vertex properties (a property with a value at each coordinate), place the elevation and time values into cell arrays.

```
elevation = {trk1.Elevation, trk2.Elevation};
time = {trk1.Time, trk2.Time};
```

Construct a geoshape vector containing two track log features that include `Elevation` and `Time` as dynamic Vertex properties.

```
tracks = geoshape(lat, lon, 'Elevation', elevation, 'Time', time)
```



```
tracks =  
  
2x1 geoshape vector with properties:  
  
Collection properties:  
  Geometry: 'line'  
  Metadata: [1x1 struct]  
Vertex properties:  
(2 features concatenated with 1 delimiter)  
  Latitude: [1x2592 double]  
  Longitude: [1x2592 double]  
  Elevation: [1x2592 double]  
  Time: {1x2592 cell}
```

Each `Latitude` and `Longitude` coordinate pair has associated `Elevation` and `Time` values which are `Vertex` properties.

To construct a `geoshape` vector containing a dynamic `Feature` property, use an array that is the same length as the coordinate cell array. For example, construct a `geoshape` vector as before and add a `MaximumElevation` dynamic `Feature` property.

```
tracks_max = geoshape(lat, lon, 'Elevation', elevation, 'Time', time,  
  'MaximumElevation', [max(trk1.Elevation) max(trk2.Elevation)])
```

```
tracks_max =  
  
2x1 geoshape vector with properties:  
  
Collection properties:  
  Geometry: 'line'  
  Metadata: [1x1 struct]  
Vertex properties:  
(2 features concatenated with 1 delimiter)  
  Latitude: [1x2592 double]  
  Longitude: [1x2592 double]  
  Elevation: [1x2592 double]
```

```
Time: {1x2592 cell}
Feature properties:
  MaximumElevation: [92.4240 76.1000]
```

The Feature property value has only two numeric values, one for each feature.

## Use geoshape Vectors to Store Latitude and Longitude Values

If you store latitude and longitude coordinate values in an N-by-2 array, the Latitude property values are assigned to the first column and the Longitude property values are assigned to the second column.

```
coast = load('coast');
pts = [coast.lat coast.long];
shape = geoshape();
shape(1) = pts
```

```
shape =
```

```
1x1 geoshape vector with properties:
```

```
Collection properties:
  Geometry: 'line'
  Metadata: [1x1 struct]
Vertex properties:
  Latitude: [1x9865 double]
  Longitude: [1x9865 double]
```

If you store latitude and longitude coordinate values in a 2-by-M array, the Latitude property values are assigned to the first row and the Longitude property values are assigned to the second row.

```
pts = [coast.lat'; coast.long'];
shape = geoshape();
shape(1) = pts
```

```
shape =  
  
1x1 geoshape vector with properties:  
  
Collection properties:  
    Geometry: 'line'  
    Metadata: [1x1 struct]  
Vertex properties:  
    Latitude: [1x9865 double]  
    Longitude: [1x9865 double]
```

**See Also**

[gpxread](#) | [shaperead](#) | [mappoint](#) | [mapshape](#) | [geopoint](#)

# geoshape.append

---

**Purpose** Append features to geoshape vector

**Syntax**  
`outShape = append(inShape,lat,lon)`  
`outShape = append( __ ,field,value,...)`

**Description** `outShape = append(inShape,lat,lon)` appends the vector, `lat`, to the Latitude property of the geoshape vector, `inShape`, and the vector, `lon`, to the Longitude property of `inShape`. `lat` and `lon` are either vectors of class `single` or `double` or cell arrays containing numeric arrays of class `single` or `double`.

`outShape = append( __ ,field,value,...)` appends the values specified in `value` to the corresponding dynamic property, `field`. If the property does not exist, `append` adds the dynamic property to the object using the value of `field` for the name and assigning the field the value specified in `value`.

## Input Arguments

### **inShape**

geoshape vector

### **lat**

Numeric vector of Latitude values

### **lon**

Numeric vector of Longitude values

### **field**

Field name, specified as a string. Field can specify the name of an existing property in the geoshape vector or the name you want assigned to a new property that you want to add to the geoshape vector.

### **value**

Value you want to assign to the property specified by `field`, specified as a cell array, scalar, or vector of any numeric class or logical.

- When value is a cell array, `append` adds the property as a Vertex property.
- When value is a numeric array, `append` adds the property as a Feature property.
- When value is empty, `append` removes the property.

## Output Arguments

### `outShape`

Modified geoshape vector with additional entries in `Latitude` and `Longitude` fields along with any new fields for dynamic properties that you added.

## Examples

### Append Values to Fields

Create a geoshape vector.

```
lat1 = [42, 42.2, 43];  
lon1 = [-110, -110.3, -110.5];  
temp1 = [65, 65.1, 68];  
s = geoshape(lat1,lon1,'Temperature',{temp1})
```

```
s =
```

```
1x1 geoshape vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'line'
```

```
    Metadata: [1x1 struct]
```

```
Vertex properties:
```

```
    Latitude: [42 42.2000 43]
```

```
    Longitude: [-110 -110.3000 -110.5000]
```

```
    Temperature: [65 65.1000 68]
```

Append data representing another feature.

```
lat2 = [43, 43.1, 44, 44.1];  
lon2 = [-110.1, -111, -111.12, -110.8];
```

# geoshape.append

---

```
temp2 = [66, 66.1, 68.3, 69];  
s = append(s,lat2,lon2,'Temperature', {temp2})
```

```
s =
```

```
2x1 geoshape vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'line'
```

```
    Metadata: [1x1 struct]
```

```
Vertex properties:
```

```
(2 features concatenated with 1 delimiter)
```

```
    Latitude: [42 42.2000 43 NaN 43 43.1000 44 44.1000]
```

```
    Longitude: [-110 -110.3000 -110.5000 NaN -110.1000 -111 -111.1200 -
```

```
    Temperature: [65 65.1000 68 NaN 66 66.1000 68.3000 69]
```

Note that the geoshape vector grew from 1-by-1 to 2-by-1 in length.

## See Also

[geoshape](#) | [geoshape.vertcat](#)

|                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Concatenate geoshape vectors                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Syntax</b>           | <code>s = cat(dim,s1, s2, ...)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Description</b>      | <code>s = cat(dim,s1, s2, ...)</code> concatenates the geoshape vectors <code>s1,s2</code> and so on along dimensions <code>dim</code> . <code>dim</code> must be 1.                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Input Arguments</b>  | <b>s1, s2, ...</b><br>geoshape vectors to be concatenated.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>Output Arguments</b> | <b>s</b><br>Concatenated geoshape vector.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Examples</b>         | <b>Concatenate two geoshape vectors</b><br>Create two geoshape vectors and concatenate them into a single vector.<br><pre>s1 = geoshape(42,-110, 'Temperature', 65);<br/>s2 = geoshape(42.2, -110.5, 'Temperature', 65.6);<br/>s1s2 = cat(1,s1,s2)<br/><br/>s1s2 =<br/><br/>2x1 geoshape vector with properties:<br/><br/>Collection properties:<br/>    Geometry: 'line'<br/>    Metadata: [1x1 struct]<br/>Vertex properties:<br/>(2 features concatenated with 1 delimiter)<br/>    Latitude: [42 NaN 42.2000]<br/>    Longitude: [-110 NaN -110.5000]<br/>Feature properties:<br/>    Temperature: [65 65.6000]</pre> |
| <b>See Also</b>         | <code>geoshape.vertcat</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |

# geoshape disp

---

**Purpose** Display geoshape vector

**Syntax** `disp(s)`

**Description** `disp(s)` prints the size of the geoshape vector, `s`, and its properties and dynamic properties, if they exist. If the command window is large enough, the values of the properties are also shown, otherwise only their size is shown. You can control the display of the numerical values by using the format command.

**Input Arguments** **s**  
geoshape vector.

## **Examples** **Display a geoshape vector**

Create a geoshape vector and display it.

```
s = geoshape(shaperead('worldcities', 'UseGeo', true));  
disp(s)  
disp(s(1:2))
```

```
318x1 geoshape vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'
```

```
    Metadata: [1x1 struct]
```

```
Vertex properties:
```

```
(318 features concatenated with 317 delimiters)
```

```
    Latitude: [1x635 double]
```

```
    Longitude: [1x635 double]
```

```
Feature properties:
```

```
    Name: {1x318 cell}
```

```
2x1 geoshape vector with properties:
```

```
Collection properties:
```



```
Geometry: 'point'  
Metadata: [1x1 struct]  
Vertex properties:  
  (2 features concatenated with 1 delimiter)  
  Latitude: [5.2985 NaN 24.6525]  
  Longitude: [-3.9509 NaN 54.7589]  
Feature properties:  
  Name: {'Abidjan' 'Abu Dhabi'}
```

## See Also

[format](#) | [geoshape](#)

# geoshape.fieldnames

---

**Purpose** Dynamic properties of geoshape vector

**Syntax** `names = fieldnames(s)`

**Description** `names = fieldnames(s)` returns the names of the dynamic properties of the geoshape vector, `s`.

**Input Arguments** **s**  
geoshape vector for which the properties are to be queried.

**Output Arguments** **names**  
Names of the dynamic properties in the geoshape vector `s`

## **Examples** Find dynamic properties

Create a geoshape vector and view the field names.

```
s = geoshape(shaperead('worldcities', 'UseGeo', true));  
fieldnames(s)
```

```
ans =  
  
    'Name'
```

**See Also** `geoshape.properties`

**Purpose** True if geoshape vector is empty

**Syntax** `tf = isempty(s)`

**Description** `tf = isempty(s)` returns true if the geoshape vector, `s`, is empty and false otherwise.

**Input Arguments** **s**  
geoshape vector.

**Output Arguments** **tf**  
Boolean. 1 if `s` is empty or 0 if not.

## **Examples** **Check if a geoshape vector Is Empty**

Create a geoshape vector and check if its empty.

```
s = geoshape();  
isempty(s)
```

```
ans =
```

```
1
```

**See Also** `geoshape.end`

# geoshape.isfield

---

**Purpose** True if dynamic property exists

**Syntax**  
`tf = isfield(s,name)`  
`tf = isfield(s,names)`

**Description** `tf = isfield(s,name)` returns true if the value specified by the string `name` is a dynamic property of the geoshape vector, `s`.  
`tf = isfield(s,names)` return true for each element of the cell array, `names`, that is a dynamic property of `s`. `tf` is a logical array of the same size as `names`.

**Input Arguments**

**s**  
geoshape vector.

**name**  
Name of the dynamic property.

**names**  
Cell array of names of dynamic properties.

**Output Arguments**

**tf**  
Boolean. 1 if `s` contains the specified fields or 0 otherwise.

## Examples **Check if a Field is Present in a geoshape vector**

Create a geoshape vector and check is a field is present.

```
s = geoshape(-33.961, 18.484, 'Name', 'Cape Town')
isfield(s, 'Latitude')
isfield(s, 'Name')
```

```
s =
```

```
1x1 geoshape vector with properties:
```

```
Collection properties:  
  Geometry: 'line'  
  Metadata: [1x1 struct]  
Vertex properties:  
  Latitude: -33.9610  
  Longitude: 18.4840  
Feature properties:  
  Name: 'Cape Town'
```

```
ans =
```

```
    0
```

```
ans =
```

```
    1
```

Note that `Latitude` returns 0 because it is not a dynamically added property.

## See Also

`geoshape.isprop` | `geoshape.fieldnames`

# geoshape.isprop

---

**Purpose** True if property exists

**Syntax** `tf = isprop(s,name)`  
`tf = isprop(s,names)`

**Description** `tf = isprop(s,name)` returns true if the value specified by the string, `name` is a property of the geoshape vector, `s`.  
`tf = isprop(s,names)` returns true for each element of the cell array of strings, `names`, that is a property of `s`. `tf` is a logical array the same size as `names`.

**Input Arguments** **s**  
geoshape vector.

**name**  
String specifying the property of the geoshape vector, `s`.

**names**  
Cell array of strings specifying the property of the geoshape vector, `s`.

**Output Arguments** **tf**  
Boolean. 1 if the property exists with `s`, 0 otherwise.

## Examples **Check if property exists**

Create a geoshape vector and check if properties exist.

```
s = geoshape(-33.961, 18.484, 'Name', 'Cape Town');  
isprop(s, 'Latitude')  
isprop(s, 'Name')
```

```
ans =
```

```
1
```

```
ans =
```

```
1
```

**See Also**

[geoshape.isfield](#) | [geoshape.properties](#)

# geoshape.length

---

**Purpose** Number of elements in geoshape vector

**Syntax** `N = length(s)`

**Description** `N = length(s)` returns the number of elements contained in the geoshape vector, `s`. The result is equivalent to `size(s,1)`.

**Input Arguments** **s**  
geoshape vector.

**Output Arguments** **N**  
Length of the geoshape vector, `s`.

## **Examples** Find the Length of the geoshape vector

Create a geoshape vector and check if properties exist.

```
coast = load('coast');  
s = geoshape(coast.lat, coast.long);  
length(s)  
length(coast.lat)
```

```
ans =
```

```
1
```

```
ans =
```

```
9865
```

**See Also** `geoshape.size`



|                         |                                                                                                                                                                                                                                                                                                                   |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Properties of a geoshape vector                                                                                                                                                                                                                                                                                   |
| <b>Syntax</b>           | <pre>prop = properties(s) properties(s)</pre>                                                                                                                                                                                                                                                                     |
| <b>Description</b>      | <p><code>prop = properties(s)</code> returns a cell of the property names of the geoshape vector, <code>s</code>.</p> <p><code>properties(s)</code> displays the names of the properties of <code>s</code>.</p>                                                                                                   |
| <b>Input Arguments</b>  | <p><b>s</b></p> <p>geoshape vector.</p>                                                                                                                                                                                                                                                                           |
| <b>Output Arguments</b> | <p><b>prop</b></p> <p>Cell variable consisting of property names of the geoshape vector, <code>s</code>.</p>                                                                                                                                                                                                      |
| <b>Examples</b>         | <p><b>View Properties of a geoshape vector</b></p> <p>Create a geoshape vector and view its properties.</p> <pre>s = geoshape(shaperead('tsunamis', 'UseGeo', true)); properties(s)</pre> <p>Properties for class geoshape:</p> <pre>Geometry Metadata Latitude Longitude Year Month Day Hour Minute Second</pre> |

# geoshape.properties

---

Val\_Code  
Validity  
Cause\_Code  
Cause  
Eq\_Mag  
Country  
Location  
Max\_Height  
Iida\_Mag  
Intensity  
Num\_Deaths  
Desc\_Deaths

**See Also** `geoshape.fieldnames`

**Purpose** Remove dynamic property from geoshape vector

**Syntax**  
`s = rmfield(s, fieldname)`  
`s = rmfield(s, fields)`

**Description**  
`s = rmfield(s, fieldname)` removes the field specified by the string, `fieldname`, from the geoshape vector, `s`.  
`s = rmfield(s, fields)` removes all the fields specified by the cell array, `fields`.

---

**Note** `rmfield` cannot remove Latitude, Longitude, Metadata and Geometry fields. The specified string, `fieldname`, is case sensitive.

---

## Input Arguments

**s**  
geoshape vector.

**fieldname**  
Exact string representing the name of the property.

**fields**  
Cell array of strings specifying the names of the properties.

## Output Arguments

**s**  
Updated geoshape vector with the field(s) removed.

## Examples

### Remove fields from a geoshape vector

Create a geoshape vector and remove a field.

```
s = geoshape(shaperead('tsunamis', 'UseGeo', true));  
tf = isfield(s, 'Intensity')  
s2 = rmfield(s, 'Intensity');  
tf = isfield(s2, 'Intensity')
```

# geoshape.rmfield

---

```
tf =
```

```
    1
```

```
tf =
```

```
    0
```

## See Also

[geoshape.fieldnames](#) | [geoshape.rmprop](#)

**Purpose** Remove properties from geoshape vector

**Syntax**

```
sf = rmprop(s,propname)
sf = rmprop(s,propnames)
```

**Description**

`sf = rmprop(s,propname)` removes the property specified by the string, `propname` from the geoshape vector, `s`.

`sf = rmprop(s,propnames)` removes all the properties specified in the cell array, `propnames`, from the geoshape vector, `s`. If `propnames` contains a coordinate property an error is issued.

---

**Note** `rmprop` cannot remove Latitude, Longitude, Metadata and Geometry fields. The specified string, `propname`, is case sensitive.

---

**Input Arguments**

**s**

geoshape vector.

**Output Arguments**

**sf**

Modified geoshape vector with the specified property(s) removed.

## Examples **Remove a property from a geoshape vector**

Create a geoshape vector and remove a property.

```
s = geoshape(shaperead('tsunamis', 'UseGeo', true));
tf = isfield(s,'Validity')
s2 = rmprop(s, 'Validity');
tf = isfield(s2,'Validity')
```

```
tf =
```

```
1
```

# geoshape.rmprop

---

```
tf =  
    0
```

**See Also** `geoshape.fieldnames`

|                         |                                                                                                                                                                                                                                                                |
|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Size of geoshape vector                                                                                                                                                                                                                                        |
| <b>Syntax</b>           | <pre>val = size(s) val = size(s,1) val = size(s, n) [m,k] = size(s)</pre>                                                                                                                                                                                      |
| <b>Description</b>      | <pre>val = size(s) returns the vector [length(val), 1]. val = size(s,1) returns the length of s. val = size(s, n) returns 1 for n &gt;= 2. [m,k] = size(s) returns length(s) for m and 1 for k.</pre>                                                          |
| <b>Input Arguments</b>  | <p><b>s</b><br/>geoshape vector.</p> <p><b>n</b><br/>Number of the dimension at which size of s is required.</p>                                                                                                                                               |
| <b>Output Arguments</b> | <p><b>val</b><br/>Vector of the form [length(s), 1].</p> <p><b>m</b><br/>Length of s.</p> <p><b>k</b><br/>Length of second dimension of s. k is always 1.</p>                                                                                                  |
| <b>Examples</b>         | <p><b>Find the Size of a geoshape vector</b></p> <p>Create a structure, construct a geoshape vector, and get its size.</p> <pre>structArray = shaperead('worlddrivers', 'UseGeoCoords', true); s = geoshape(structArray); structSize = size(structArray)</pre> |

# geoshape.size

---

```
sSize = size(s)
```

```
structSize =
```

```
    128     1
```

```
sSize =
```

```
    128     1
```

The second dimension is always 1.

## See Also

[geoshape.length](#) | [size](#)



|                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Convert geoshape vector to scalar structure                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Syntax</b>           | <code>structArray = struct(s)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Description</b>      | <code>structArray = struct(s)</code> converts the geoshape vector, <code>s</code> , to a scalar structure array, <code>structArray</code> .                                                                                                                                                                                                                                                                                                                                                  |
| <b>Input Arguments</b>  | <b>s</b><br>geoshape vector.                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Output Arguments</b> | <b>structArray</b><br>Scalar structure of the geoshape vector <code>s</code> .                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Examples</b>         | <b>Convert a geoshape vector into Struct</b><br><br>Create a geoshape vector and convert it into a struct.<br><br><pre>structArray = shaperead('worldcities', 'UseGeo', true) s = geoshape(structArray); structArray2 = struct(s)</pre><br><pre>structArray =</pre><br><pre>318x1 struct array with fields:     Geometry         Lon         Lat         Name</pre><br><pre>structArray2 =</pre><br><pre>    Geometry: 'point'     Metadata: [1x1 struct]     Latitude: [1x635 double]</pre> |

# geoshape.struct

---

```
Longitude: [1x635 double]  
Name: {1x318 cell}
```

**See Also** [geoshape.properties](#)

**Purpose** Vertical concatenation for geoshape vectors

**Syntax** `s = vertcat(s1,s2, ...)`

**Description** `s = vertcat(s1,s2, ...)` vertically concatenates the geoshape vector, `s1`, `s2`, and so on. If the class type of any property is a cell array, then the resultant field in the output `s` will also be a cell array.

**Input Arguments** **s1, s2, ...**  
geoshape vectors to be concatenated.

**Output Arguments** **s**  
Concatenated geoshape vector.

## Examples **Concatenate geoshape vectors**

Create several geoshape vectors and concatenate them.

```
s1 = geoshape(42, -110, 'Temperature', 65, 'Name', 'point1');  
s2 = geoshape( 42.1, -110.4, 'Temperature', 65.5, 'Name', 'point2');  
s = vertcat(s1, s2)
```

```
s =
```

```
2x1 geoshape vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'line'
```

```
    Metadata: [1x1 struct]
```

```
Vertex properties:
```

```
(2 features concatenated with 1 delimiter)
```

```
    Latitude: [42 NaN 42.1000]
```

```
    Longitude: [-110 NaN -110.4000]
```

```
Feature properties:
```

```
    Temperature: [65 65.5000]
```

```
    Name: {'point1' 'point2'}
```

# geoshape.vertcat

---

**See Also** [geopoint.cat](#)

**Purpose** Display map latitude and longitude data

**Syntax**

```
geoshow(lat,lon)
geoshow(S)
geoshow(lat,lon,Z)
geoshow(Z,R)
geoshow(lat,lon,image)
geoshow(lat,lon,A,cmap)
geoshow(image,R)
geoshow(A,cmap,R)
geoshow(ax,...)
geoshow('Parent',ax,...)
geoshow(filename)
geoshow(__,Name,Value,...)
h = geoshow(__)
```

## Description

`geoshow(lat,lon)` projects and displays the latitude and longitude vectors `lat` and `lon` using the projection stored in the axes. If there is no projection, `lat` and `lon` are projected using a default Plate Carrée projection. The default behavior for `geoshow` is to display `lat` and `lon` as lines.

`geoshow(S)` displays the vector geographic features stored in `S` as points, multipoints, lines, or polygons according to the 'Geometry' field of `S`. If `S` is either a `geopoint` vector, a `geoshape` vector, or a `geostruct` (with 'Lat' and 'Lon' coordinate fields), `geoshow` projects vertices to map coordinates. If `S` is either a `mappoint` vector, `mapshape` vector, or a `mapstruct` (with 'X' and 'Y' fields), `geoshow` plots vertices as (pre-projected) map coordinates and issues a warning.

`geoshow(lat,lon,Z)` projects and displays a geolocated data grid.

`geoshow(Z,R)` projects and displays a regular data grid, `Z`.

`geoshow(lat,lon,image)` or `geoshow(lat,lon,A,cmap)` projects and displays a geolocated image as a texturemap on a zero-elevation surface. `lat`, `lon`, and the image array must match in size. Examples of geolocated images include a color composite from a satellite swath or an image originally referenced to a different coordinate system.

`geoshow(image,R)` or `geoshow(A,cmap,R)` projects and displays an image georeferenced to latitude-longitude through the referencing matrix `R`. The image is shown as a texturemap on a zero-elevation surface.

`geoshow(ax,...)` and `geoshow('Parent',ax,...)` set the parent axes to `ax`.

`geoshow(filename)` projects and displays data from the file specified according to the type of file format.



`geoshow(__,Name,Value,...)` specifies parameters and corresponding values that modify the type of display or set MATLAB graphics properties. Parameter names can be abbreviated, and case does not matter.

`h = geoshow(__)` returns a handle to a MATLAB graphics object.

## Tips

- When calling `shaperead` to read files that contain coordinates in latitude and longitude, be sure to specify the `shaperead` argument pair `'UseGeoCoords',true`. If you do not include this argument, `shaperead` will create a `mapstruct`, with coordinate fields labelled `X` and `Y` instead of `Lon` and `Lat`. In such cases, `geoshow` assumes that the `geostruct` is in fact a `mapstruct` containing projected coordinates, warns, and calls `mapshow` to display the `geostruct` data without projecting it.
- If you do not want `geoshow` to draw on top of an existing map, create a new figure or subplot before calling it.
- When you display vector data in a map axes using `geoshow`, you should not subsequently change the map projection using `setm`. You can, however, change the projection with `setm` for raster data. For more information, see “Changing Map Projections when Using `geoshow`”.
- If you display a polygon, do not set `'EdgeColor'` to either `'flat'` or `'interp'`. This combination may result in a warning.
- When projecting data onto a map axes, `geoshow` uses the projection stored with the map axes. When displaying on a regular axes, it

constructs a default Plate Carrée projection with a scale factor of  $180/\pi$ , enabling direct readout of coordinates in degrees.

- `geoshow` can generally be substituted for `display`. However, there are limitations where display of specific objects is concerned. See the remarks under `updategeostruct` for further information.
- You can access `geoshow` through the Plot Selector workspace tool, which is represented by this icon  `Select data to plot`. In your workspace, select the data you want to display. The Plot Selector icon changes to look like this:  `geoshow(s)`. Scroll down to **geoshow(s): Plot a geostruct array**.

When you display raster data in a map using `geoshow`, columns near the eastern or western edge may fail to display. This is seldom noticeable, except when the raster is very coarse relative to the displayed area. To include additional columns in the display, it might help to:

- Resize the grid to a finer mesh
- Make sure the cell boundaries and map limits align
- Expand the map limits

## Input Arguments

### **lat,lon**

Latitude and longitude vectors. `lat` and `lon` must be of equal length. The vectors may contain embedded NaNs to delimit individual lines or polygon parts.

### **Z**

M-by-N array. May contain NaN values.

### **S**

Geographic data structure or dynamic vector

### **image**

Grayscale, logical, or truecolor image.

## **A**

Indexed image.

## **cmap**

Colormap.

## **R**

Geographic raster reference object, referencing vector, or referencing matrix. If **R** is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If **R** is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If **R** is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to or from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If **R** is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. Nearest-neighbor interpolation is used by default. NaN is returned for points outside the grid limits or for which `lat` or `lon` contain NaN. All angles are in units of degrees.

If **R** is a geographic raster reference object with raster interpretation 'postings', then the 'image' and 'texturemap' display types are not accepted.

## **ax**

Axes object.

## **filename**



Name of file.

### **Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes ( ' '). You can specify several name and value pair arguments in any order as `Name1,Value1,...,NameN,ValueN`.

### **'SymbolSpec'**

A structure returned by `makesymbolspec` that specifies the symbolization rules to be used for displaying vector data. It is used only for vector data stored in geographic data structures. In cases where both `SymbolSpec` and one or more graphics properties are specified, the graphics properties override any settings in the `symbolspec` structure.

To change the default symbolization rule for a `Name,Value` pair in the `symbolspec`, prefix the word 'Default' to the graphics property name.

### **'DisplayType'**

Type of graphic display for the data. You can set any MATLAB Graphics line, patch, and surface properties. You can also set any Mapping Toolbox contour properties. See the table for links to the documentation on these properties.

| <b>Data Type</b> | <b>DisplayType</b> | <b>Type of Property</b>                                                                                           |
|------------------|--------------------|-------------------------------------------------------------------------------------------------------------------|
| Vector           | 'point'            | <i>line marker</i><br>On the MATLAB Line Properties reference page, under Line Property Descriptions, see Marker. |

| <b>Data Type</b> | <b>DisplayType</b> | <b>Type of Property</b>                                                                                           |
|------------------|--------------------|-------------------------------------------------------------------------------------------------------------------|
|                  | 'multipoint'       | <i>line marker</i><br>On the MATLAB Line Properties reference page, under Line Property Descriptions, see Marker. |
|                  | 'line' (default)   | <i>line</i><br>See the MATLAB Line Properties reference page.                                                     |
|                  | 'polygon'          | <i>patch</i><br>See the MATLAB Patch Properties reference page.                                                   |
| Image            | 'image'            | <i>surface</i><br>See the MATLAB Surface Properties reference page.                                               |
| Grid             | 'surface'          | <i>surface</i><br>See the MATLAB Surface Properties reference page.                                               |
|                  | 'mesh'             | <i>surface</i><br>See the MATLAB Surface Properties reference page.                                               |
|                  | 'texturemap'       | <i>surface</i><br>See the MATLAB Surface Properties reference page.                                               |
|                  | 'contour'          | <i>contour</i><br>See the Mapping Toolbox contourm reference page.                                                |

If `DisplayType` is 'texturemap', `geoshow` constructs a surface with `ZData` values set to 0.

When using the `filename` argument, the `DisplayType` parameter is automatically set, according to the following table:

| Format                          | DisplayType                   |
|---------------------------------|-------------------------------|
| Shape file                      | 'point', 'line', or 'polygon' |
| GeoTIFF                         | 'image'                       |
| TIFF/JPEG/PNG with a world file | 'image'                       |
| ARC ASCII GRID                  | 'surface' (can be overridden) |
| SDTS raster                     | 'surface' (can be overridden) |

## Output Arguments

### h

Handle to a MATLAB graphics object or, in the case of polygons, a modified patch object. If a `geostruct` or `shapefile` name is input, `geoshow` returns the handle to an `hgroup` object with one child per feature in the `geostruct` or `shapefile`, excluding any features that are completely trimmed away. In the case of a polygon `geostruct` or `shapefile`, each child is a modified patch object; otherwise it is a line object.

## Class Support

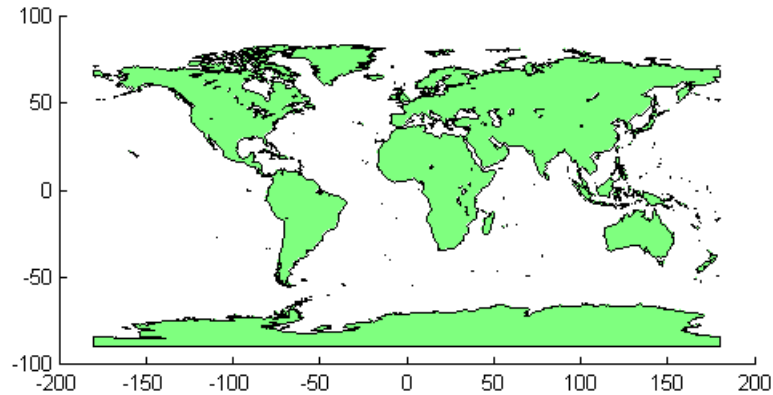
| Display Type | Supported Class Types              |
|--------------|------------------------------------|
| Image        | logical, uint8, uint16, and double |
| Surface      | single and double                  |
| Texture map  | All numeric types and logical      |

## Examples

### Display World Land Areas Using a Default Plate Carree Projection

Display map of the world.

```
figure
geoshow('landareas.shp', 'FaceColor', [0.5 1.0 0.5]);
```



## Override the Symbolspec Default Rule

Create a map of North America.

```
figure
worldmap('na');
```

Read the USA high resolution data.

```
states = shaperead('usastatehi', 'UseGeoCoords', true);
```

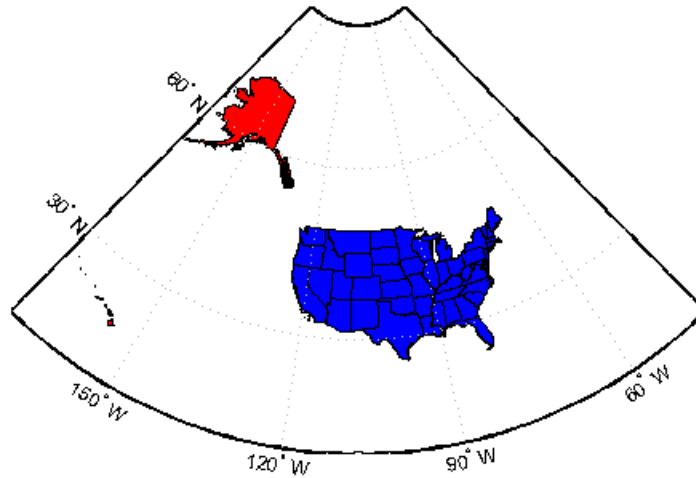
Create a symbolspec that sets the color of Alaska and Hawaii polygons red.

```
symspec = makesymbolspec('Polygon', ...
    {'Name', 'Alaska', 'FaceColor', 'red'}, ...
    {'Name', 'Hawaii', 'FaceColor', 'red'});
```

Display all the other states in blue.

```
geoshow(states, 'SymbolSpec', symspec, ...
    'DefaultFaceColor', 'blue', ...
```

```
'DefaultEdgeColor', 'black');
```



### Create Map of Korea and Display Data Grid as Texture Map

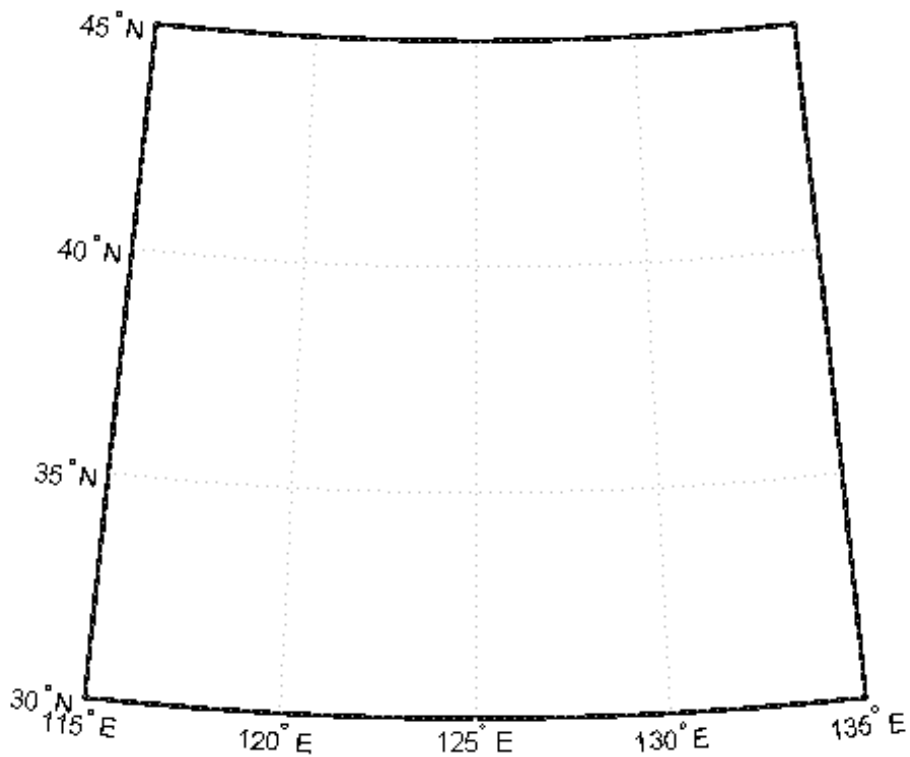
Display a map, using the `geoshow` function with the `'DisplayType'` parameter set to `'TextureMap'`.

Load MAT file containing map information about Korean peninsula.

```
load korea
```

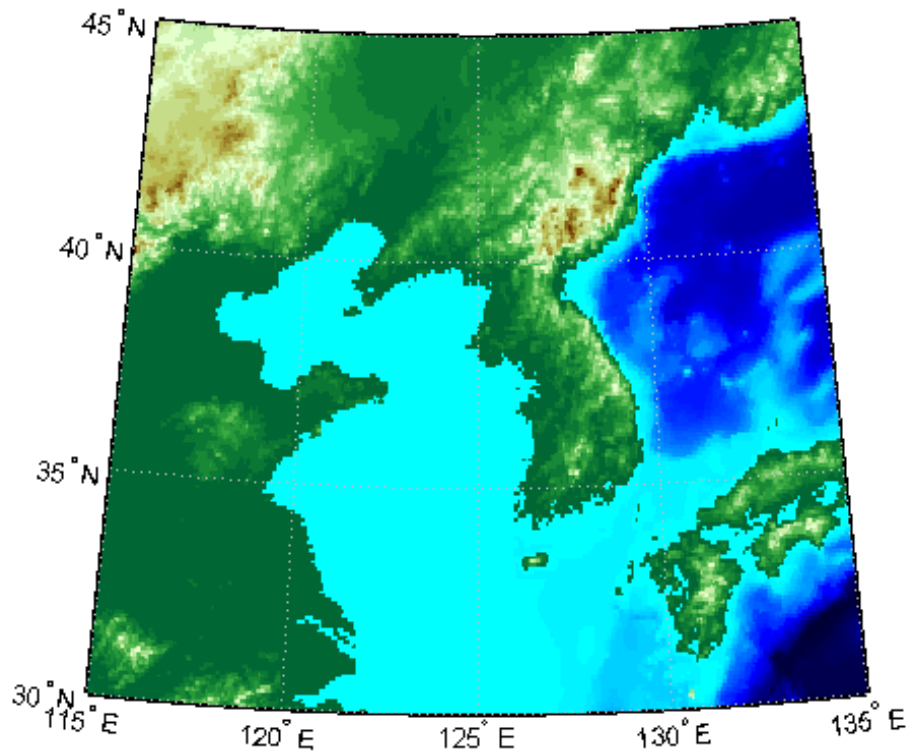
Set up an empty map axes with projection and limits for the Korean peninsula.

```
figure;
worldmap(map, refvec)
```



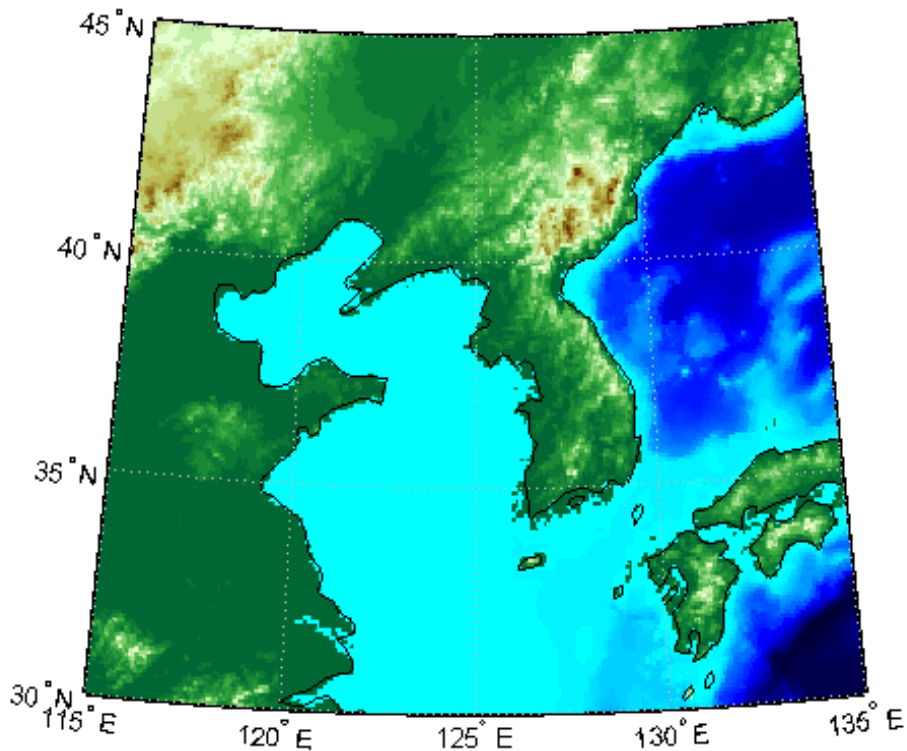
Display the Korean data grid as a texture map.

```
geoshow(gca,map,refvec,'DisplayType','texturemap');  
demcmap(map)
```



Display the land area boundary as a black line.

```
S = shaperead('landareas','UseGeoCoords',true);  
geoshow([S.Lat], [S.Lon],'Color','black');
```



## Create Map of Korea and Display NaNs as Transparent

Display a map, interpreting NaNs as transparent. This example uses the `geoshow` function with the `'DisplayType'` parameter set to `'surface'`.

Load map of Korean peninsula.

```
korea = load('korea');  
Z = korea.map;
```



Insert an band of null values using NaNs.

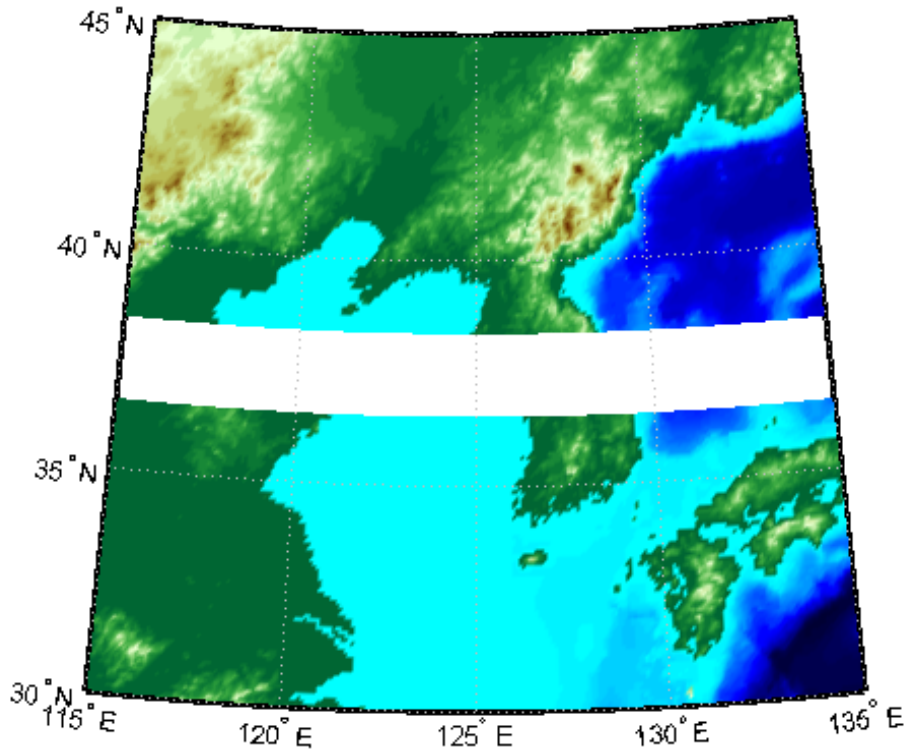
```
Z(80:100,:) = NaN;
```

Create a raster reference object.

```
R = georasterref('RasterSize',size(Z),...  
    'Latlim',[30 45], 'Lonlim', [115 135]);
```

Display world map with NaN values displayed as transparent. Note that the settings for `ZData` and `CData` ensure that the resulting surface falls in the  $z == 0$  plane, instead of being 3-dimensional.

```
figure;  
worldmap(Z,R)  
geoshow(Z,R,'DisplayType','surface','ZData',zeros(size(Z)),'CData',Z)  
demcmap(Z)
```



## Display the EGM96 Geoid Heights, Masking Out Land Areas:

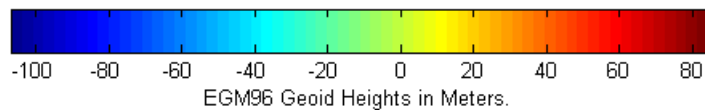
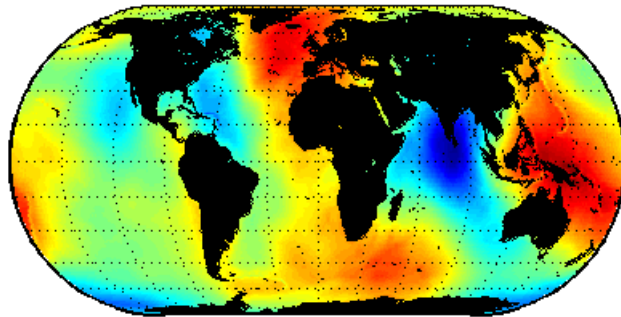
Load geoid and display.

```
load geoid
% Create a figure with an Eckert projection.
figure
axism eckert4;
framem; gridm;
axis off
```

```
% Display the geoid as a texture map.
geoshow(geoid, geoidrefvec, 'DisplayType', 'texturemap');

% Create a colorbar and title.
hcb = colorbar('southoutside');
set(get(hcb, 'Xlabel'), 'String', 'EGM96 Geoid Heights in Meters.')
```

```
% Mask out all the land.
geoshow('landareas.shp', 'FaceColor', 'black');
```



### Display the EGM96 Geoid Heights as a 3-D Surface Using the Eckert IV Projection

Load geoid.

```
load geoid
```

% Create the figure with an Eckert projection.

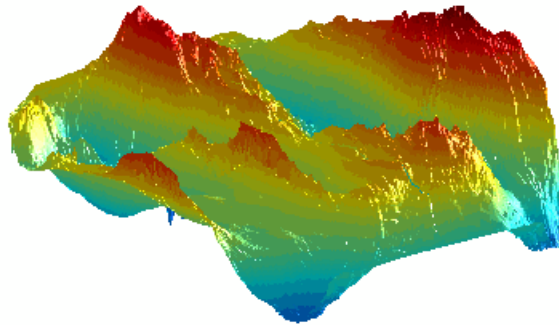
```
figure
axesm eckert4;
```

```
axis off

% Display the geoid as a surface.
h = geoshow(geoid, geoidrefvec, 'DisplayType','surface');

% Add light and material.
light; material(0.6*[ 1 1 1]);

% View as a 3-D surface.
view(3)
axis normal
tightmap
```

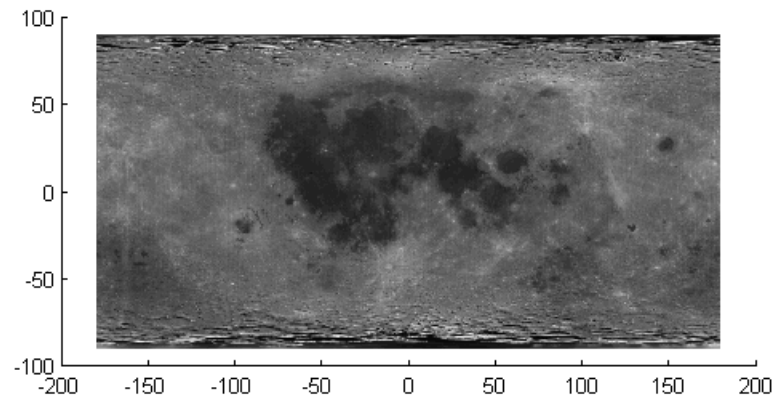


## **Display the Moon Albedo Image Projected Using Plate Carree and in an Orthographic Projection**

Display using Plate Carree.

```
load moonalb

% Projection not specified. Uses Plate Carree.
figure
geoshow(moonalb,moonal Brefvec)
```



View orthographic projection.

```
figure
axesm ortho
geoshow(moonalb, moonal BrefVec, 'DisplayType', 'texturemap')
colormap(gray(256))
axis off
```



## Read and Display the San Francisco South 24K DEM Data

Read every point of the 1:24,000 DEM file.

```
filenames = gunzip('sanfranciscos.dem.gz', tempdir);
demFilename = filenames{1};

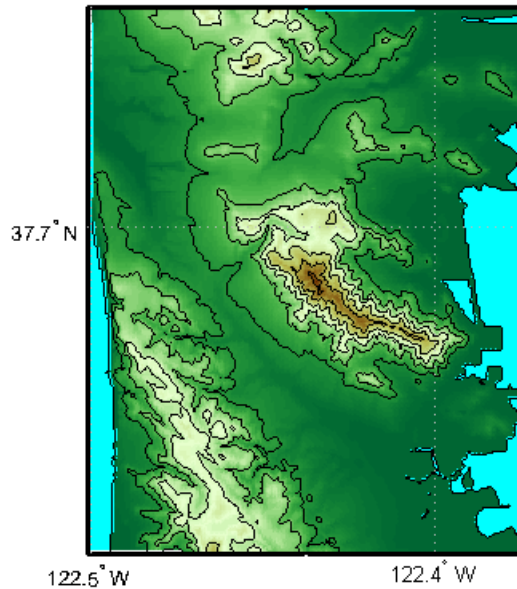
[lat, lon,Z] = usgs24kdem(demFilename,2);

% Delete the temporary gunzipped file.
delete(demFilename);

% Move all points at sea level to -1 to color them blue.
Z(Z==0) = -1;

% Compute the latitude and longitude limits for the DEM.
latlim = [min(lat(:)) max(lat(:))];
lonlim = [min(lon(:)) max(lon(:))];
```

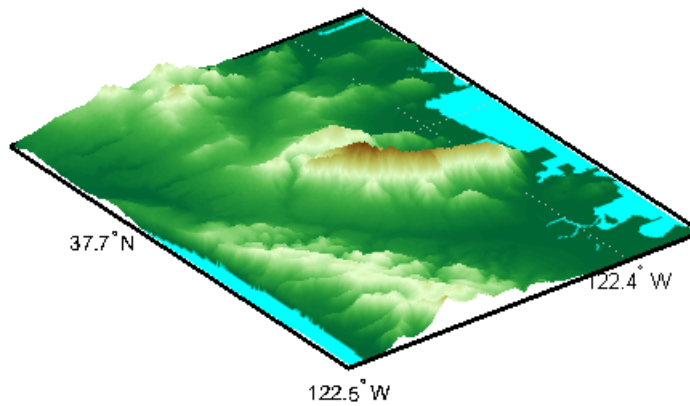
```
% Display the DEM values as a texture map.  
figure  
usamap(latlim, lonlim)  
geoshow(lat, lon, Z, 'DisplayType','texturemap')  
demcmap(Z)  
daspectm('m',1)  
  
% Overlay black contour lines onto the texturemap.  
geoshow(lat, lon, Z, 'DisplayType', 'contour', ...  
    'LineColor', 'black');
```



View the DEM values in 3-D.

```
figure  
usamap(latlim, lonlim)
```

```
geoshow(lat, lon, Z, 'DisplayType', 'surface')
demcmap(Z)
daspectm('m',1)
view(3)
```



## See Also

[axesm](#) | [makesymbolspec](#) | [mapshow](#) | [mapview](#) | [updategeostruct](#)

## How To

- “Displaying Vector Data with Mapping Toolbox Functions”
- “Understanding Raster Geodata”



## Purpose

Convert GeoTIFF information to map projection structure

## Syntax

```
mstruct = geotiff2mstruct(proj)
```

## Description

`mstruct = geotiff2mstruct(proj)` converts the GeoTIFF projection structure, `proj`, to the map projection structure, `mstruct`. The unit of length of the `mstruct` projection is meter.

The GeoTIFF projection structure, `proj`, must reference a projected coordinate system, as indicated by a value of 'ModelTypeProjected' in the ModelType field. If ModelType has the value 'ModelTypeGeographic' then it doesn't make sense to convert to a map projection structure and an error is issued.

## Examples

```
% Compare inverse transform of points using projinv and minvtran.  
% Obtain the projection structure of 'boston.tif'.  
proj = geotiffinfo('boston.tif');  
  
% Convert the corner map coordinates to latitude and longitude.  
x = proj.CornerCoords.X;  
y = proj.CornerCoords.Y;  
[latProj, lonProj] = projinv(proj, x, y);  
  
% Obtain the mstruct from the GeoTIFF projection.  
mstruct = geotiff2mstruct(proj);  
  
% Convert the units of x and y to meter to match projection units.  
x = unitsratio('meter','sf') * x;  
y = unitsratio('meter','sf') * y;  
  
% Convert the corner map coordinates to latitude and longitude.  
[latMstruct, lonMstruct] = minvtran(mstruct, x, y);  
  
% Verify the values are within a tolerance of each other.  
abs(latProj - latMstruct) <= 1e-7  
abs(lonProj - lonMstruct) <= 1e-7
```

# geotiff2mstruct

---

```
ans =  
     1     1     1     1
```

```
ans =  
     1     1     1     1
```

## See Also

[axesm](#) | [defaultm](#) | [geotiffinfo](#) | [projfwd](#) | [projinv](#) | [projlist](#)

**Purpose**

Information about GeoTIFF file

**Syntax**

```
info = geotiffinfo(filename)
info = geotiffinfo(url)
```

**Description**

`info = geotiffinfo(filename)` returns a structure whose fields contain image properties and cartographic information about a GeoTIFF file.

`info = geotiffinfo(url)` reads the GeoTIFF image from a URL.

**Input Arguments****filename**

String that specifies the name of the GeoTIFF file. Include the folder name in `filename` or place the file in the current folder or in a folder on the MATLAB path. If the named file includes the extension `.TIF` or `.TIFF` (either upper- or lowercase), you can omit the extension from `filename`.

If the named file contains multiple GeoTIFF images, `info` is a structure array with one element for each image in the file. For example, `info(3)` would contain information about the third image in the file. If multiple images exist in the file, it is assumed that each image has the same cartographic information and image width and height.

**url**

URL that includes the protocol type (e.g., “`http://`”).

**Output Arguments****info**

Structure whose fields contain image properties and cartographic information about a GeoTIFF file. The `info` structure contains these fields:

|                          |                                                      |
|--------------------------|------------------------------------------------------|
| <code>Filename</code>    | String containing the name of the file or URL.       |
| <code>FileModDate</code> | String containing the modification date of the file. |

|               |                                                                                                                                                            |
|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| FileSize      | Integer indicating the size of the file in bytes.                                                                                                          |
| Format        | String containing the file format, which should always be 'tiff'.                                                                                          |
| FormatVersion | String or number specifying the file format version.                                                                                                       |
| Height        | Integer indicating the height of the image in pixels.                                                                                                      |
| Width         | Integer indicating the width of the image in pixels.                                                                                                       |
| BitDepth      | Integer indicating the number of bits per pixel.                                                                                                           |
| ColorType     | String indicating the type of image: 'truecolor' for a true-color (RGB) image, 'grayscale' for a grayscale image, or 'indexed' for an indexed image.       |
| ModelType     | String indicating the type of coordinate system used to georeference the image: 'ModelTypeProjected', 'ModelTypeGeographic', 'ModelTypeGeocentric', or ''. |
| PCS           | String indicating the projected coordinate system.                                                                                                         |
| Projection    | String describing the EPSG identifier for the underlying projection method.                                                                                |
| MapSys        | String indicating the map system, if applicable: 'STATE_PLANE_27', 'STATE_PLANE_83', 'UTM_NORTH', 'UTM_SOUTH', or ''.                                      |
| Zone          | Double indicating the UTM or State Plane Zone number, empty ([]) if not applicable or unknown.                                                             |
| CTProjection  | String containing the GeoTIFF identifier for the underlying projection method.                                                                             |

---

|            |                                                                                                                                                                                               |
|------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ProjParm   | N-by-1 double containing projection parameter values. The identity of each element is specified by the corresponding element of ProjParmId. Lengths are in meters, angles in decimal degrees. |
| ProjParmId | N-by-1 cell array listing the projection parameter identifier for each corresponding numerical element of ProjParm:                                                                           |

**Projection Parameter Identifiers**

- 'ProjNatOriginLatGeoKey'
- 'ProjNatOriginLongGeoKey'
- 'ProjFalseEastingGeoKey'
- 'ProjFalseNorthingGeoKey'
- 'ProjFalseOriginLatGeoKey'
- 'ProjFalseOriginLongGeoKey'
- 'ProjCenterLatGeoKey'
- 'ProjCenterLongGeoKey'
- 'ProjAzimuthAngleGeoKey'
- 'ProjRectifiedGridAngleGeoKey'
- 'ProjScaleAtNatOriginGeoKey'
- 'ProjStdParallel1GeoKey'
- 'ProjStdParallel2GeoKey'

|       |                                                                                                                  |
|-------|------------------------------------------------------------------------------------------------------------------|
| GCS   | String indicating the geographic coordinate system.                                                              |
| Datum | String indicating the projection datum type, such as 'North American Datum 1927' or 'North American Datum 1983'. |

|                   |                                                                                                                                                                                                                                                                                                   |
|-------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Ellipsoid         | String indicating the ellipsoid name as defined by the <code>ellipsoid.csv</code> EPSG file.                                                                                                                                                                                                      |
| SemiMajor         | Double indicating the length of the semimajor axis of the ellipsoid, in meters.                                                                                                                                                                                                                   |
| SemiMinor         | Double indicating the length of the semiminor axis of the ellipsoid, in meters.                                                                                                                                                                                                                   |
| PM                | String indicating the prime meridian location, for example, 'Greenwich' or 'Paris'.                                                                                                                                                                                                               |
| PmLongToGreenwich | Double indicating the decimal degrees of longitude between this prime meridian and Greenwich. Prime meridians to the west of Greenwich are negative.                                                                                                                                              |
| UOMLength         | String indicating the units of length used in the projected coordinate system.                                                                                                                                                                                                                    |
| UOMLengthInMeters | Double defining the <code>UOMLength</code> unit in meters.                                                                                                                                                                                                                                        |
| UOMAngle          | String indicating the angular units used for geographic coordinates.                                                                                                                                                                                                                              |
| UOMAngleInDegrees | Double defining the <code>UOMAngle</code> unit in degrees.                                                                                                                                                                                                                                        |
| TiePoints         | Structure containing the image tiepoints. The structure contains these fields: <ul style="list-style-type: none"><li>• <code>ImagePoints</code> — Structure containing row and column coordinates of each image tiepoint. The <code>ImagePoints</code> structure contains these fields:</li></ul> |

### **Fields in ImagePoints Structure**

`Row` — Double array of size 1-by-N.

`Col` — Double array of size 1-by-N.

- **WorldPoints** — Structure containing the *x* and *y* world coordinates of the tiepoints. The **WorldPoints** structure contains these fields:

**Fields in WorldPoints Structure**

**X** — Double array of size 1-by-N.

**Y** — Double array of size 1-by-N.

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|--------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>PixelScale</b>  | 3-by-1 double array that specifies the X, Y, Z pixel scale values.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>SpatialRef</b>  | Value depends on the value of the <b>ModelType</b> field.<br>If <b>ModelType</b> is 'ModelTypeProjected', <b>SpatialRef</b> is a map raster reference object.<br>If <b>ModelType</b> is 'ModelTypeGeographic', <b>SpatialRef</b> is a geographic raster reference object, unless the geometric transformation is affine, in which case <b>SpatialRef</b> is empty.<br>If <b>ModelType</b> is empty, <b>geotiffinfo</b> issues a warning and <b>SpatialRef</b> is a map raster reference object.<br>If <b>ModelType</b> is 'ModelTypeGeocentric', <b>SpatialRef</b> is empty.<br>If the spatial referencing is ambiguously defined by the GeoTIFF file, <b>SpatialRef</b> is empty. |
| <b>RefMatrix</b>   | 3-by-2 double referencing matrix that must be unambiguously defined by the GeoTIFF file. Otherwise it is empty ([ ]).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>BoundingBox</b> | 2-by-2 double array that specifies the minimum (row 1) and maximum (row 2) values for each dimension of the image data in the GeoTIFF file.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |

## CornerCoords

Structure with six fields that contains coordinates of the outer corners of the GeoTIFF image. Each field is a 1-by-4 double array, or empty ([]) if unknown. The arrays contain the coordinates of the outer corners of the corner pixels, starting from the (1,1) corner and proceeding clockwise:

### Coordinates of the Outer Corners

- X — Easting coordinates in the projected coordinate system. X equals Lon (below) if *ModelType* is 'ModelTypeGeographic'
- Y — Northing coordinates in the projected coordinate system. Y equals Lat (below) if *ModelType* is 'ModelTypeGeographic'
- Row — Row coordinates of the corner.
- Col — Column coordinates of the corner.
- Lat — Latitudes of the corner.
- Lon — Longitudes of the corner.

## GeoTIFFCodes

Structure containing raw numeric values for those GeoTIFF fields that are encoded numerically in the file. These raw values, converted to a string elsewhere in the `info` structure, are provided here for reference.

### GeoTIFFCodes Fields

- Model
- PCS
- GCS
- UOMLength
- UOMAngle



- Datum
- PM
- Ellipsoid
- ProjCode
- Projection
- CTProjection
- ProjParmId
- MapSys

Each is scalar, except for ProjParmId, which is a column vector.

#### GeoTIFFTags

Structure containing field names that match the GeoTIFF tags in the file. At least one GeoTIFF tag must be present in the file or an error is issued. The following fields may be included:

#### **GeoTIFF Tag Fields**

- ModelPixelScaleTag: 1-by-3 double
- ModelTiepointTag: 1-by-6 double
- ModelTransformationTag: 1-by-16 double
- GeoKeyDirectoryTag: scalar structure
- GeoAsciiParamsTag: string
- GeoDoubleParamsTag: 1-by-N double

The GeoKeyDirectoryTag contains field names that match the names of the "GeoKeys". For

more information about the "GeoKeys" refer to the GeoTIFF specification.

`ImageDescription` String describing the image. If no description is included in the file, the field is omitted.

## Examples

Return information about the `boston.tif` file:

```
info =
```

```
      Filename: [1x92 char]
      FileModDate: '16-May-2011 22:13:14'
      FileSize: 38729900
      Format: 'tif'
      FormatVersion: []
      Height: 2881
      Width: 4481
      BitDepth: 8
      ColorType: 'truecolor'
      ModelType: 'ModelTypeProjected'
      PCS: 'NAD83 / Massachusetts Mainland'
      Projection: 'SPCS83 Massachusetts Mainland zone (meters)'
      MapSys: 'STATE_PLANE_83'
      Zone: 2001
      CTProjection: 'CT_LambertConfConic_2SP'
      ProjParm: [7x1 double]
      ProjParmId: {7x1 cell}
      GCS: 'NAD83'
      Datum: 'North American Datum 1983'
      Ellipsoid: 'GRS 1980'
      SemiMajor: 6378137
      SemiMinor: 6.3568e+06
      PM: 'Greenwich'
      PMLongToGreenwich: 0
      UOMLength: 'US survey foot'
      UOMLengthInMeters: 0.3048
      UOMAngle: 'degree'
```

```
UOMAngleInDegrees: 1
  TiePoints: [1x1 struct]
  PixelScale: [3x1 double]
  SpatialRef: [1x1 map.rasterref.MapCellsReference]
  RefMatrix: [3x2 double]
  BoundingBox: [2x2 double]
  CornerCoords: [1x1 struct]
  GeoTIFFCodes: [1x1 struct]
  GeoTIFFTags: [1x1 struct]
  ImageDescription: '"GeoEye"'
```

**See Also**

[geotiffread](#) | [geotiffwrite](#) | [projfwd](#) | [projinv](#) | [projlist](#)

# geotiffread

---

**Purpose** Read GeoTIFF file

**Syntax**

```
[A, R] = geotiffread(filename)
[X, cmap, R] = geotiffread(filename)
[A, refmat, bbox] = geotiffread(filename)
[X, cmap, refmat, bbox] = geotiffread(filename)
[...] = geotiffread(filename, idx)
[...] = geotiffread(url, ...)
```

**Description** `[A, R] = geotiffread(filename)` reads a georeferenced grayscale, RGB, or multispectral image or data grid from the GeoTIFF file specified by `filename` into `A` and constructs a spatial referencing object, `R`.

`[X, cmap, R] = geotiffread(filename)` reads an indexed image into `X` and the associated colormap into `cmap`, and constructs a spatial referencing object, `R`. Colormap values in the image file are rescaled into the range `[0,1]`.

`[A, refmat, bbox] = geotiffread(filename)` reads a georeferenced grayscale, RGB, or multispectral image or data grid into `A`; the corresponding referencing matrix into `refmat`; and the bounding box into `bbox`.

`[X, cmap, refmat, bbox] = geotiffread(filename)` reads an indexed image into `X`, the associated colormap into `cmap`, the referencing matrix into `refmat`, and the bounding box into `bbox`. The referencing matrix must be unambiguously defined by the GeoTIFF file, otherwise it and the bounding box are returned empty.

`[...] = geotiffread(filename, idx)` reads one image from a multi-image GeoTIFF file.

`[...] = geotiffread(url, ...)` reads the GeoTIFF image from a URL.

**Tips**

- `geotiffread` imports pixel data using the TIFF-reading capabilities of the MATLAB function `imread` and likewise shares any limitations of `imread`. Consult the `imread` documentation for information on TIFF image support.

## Input Arguments

### **filename**

String that specifies the name of the GeoTIFF file. `filename` can include the folder name. Otherwise, the file must be in the current folder or in a folder on the MATLAB path. If the named file includes the extension `'.TIF'` or `'.TIFF'` (either upper or lowercase), you can omit the extension from `filename`.

### **idx**

Integer value that specifies the order that the image appears in the file. For example, if `idx` is 3, `geotiffread` reads the third image in the file.

**Default:** First image in the file

### **url**

Internet URL. The URL must include the protocol type (e.g., `"http://"`).

## Output Arguments

### **A**

Two-dimensional array, if the file contains a grayscale image or data grid. An M-by-N-by-P array, if the file contains a color image, multispectral image, hyperspectral image, or data grid. The class of `A` depends on the storage class of the pixel data in the file, which is related to the `BitsPerSample` property as returned by the `imfinfo` function.

### **R**

Geographic raster reference object if the image or data grid is referenced to a geographic coordinate system, or a map raster reference object if it is referenced to a projected coordinate system.

### **X**

Indexed image

### **cmap**

Colormap

# geotiffread

---

## **refmat**

Referencing matrix

## **bbox**

Bounding box

## **Examples**

Read and display the Boston GeoTIFF image:

```
[boston, R] = geotiffread('boston.tif');  
figure  
mapshow(boston, R);  
axis image off
```



boston.tif copyright © GeoEye™, all rights reserved.

## **See Also**

geoshow | geotiffinfo | geotiffwrite | imread | mapshow

## Purpose

Write GeoTIFF file

## Syntax

```
geotiffwrite(filename,A,R)
geotiffwrite(filename,X,cmap,R)
geotiffwrite(...,Name,Value)
```

## Description

`geotiffwrite(filename,A,R)` writes a georeferenced image or data grid, `A`, spatially referenced by `R`, into an output file, `filename`.

`geotiffwrite(filename,X,cmap,R)` writes the indexed image in `X` and its associated colormap, `cmap`, to `filename`. `X` is spatially referenced by `R`.

`geotiffwrite(...,Name,Value)` writes a georeferenced image or data grid with additional options that control various characteristics of the output file specified by one or more `Name, Value` pair arguments.

## Tips

- If you are working with image coordinates in a projected coordinate system and `R` is a map raster reference object or a referencing matrix, set the 'GeoKeyDirectoryTag' or 'CoordRefSysCode' argument, accordingly. See “Name-Value Pair Arguments” on page 1-510 for more information.

## Input Arguments

### **filename**

Character string that specifies the output file name and location. If your `filename` includes an extension, it must be '.tif' or '.TIF'. The output file is a tiled GeoTIFF file if the input, `A`, is at least 160-by-160 in size. Otherwise, the output file is organized as rows-per-strip.

### **A**

M-by-N array (grayscale image or data grid) or M-by-N-by-P array (color or hyperspectral image, or data grid). The coordinates of `A` are geographic and in the 'WGS 84' coordinate system, unless you specify 'GeoKeyDirectoryTag' or 'CoordRefSysCode' and indicate a different coordinate system.

## **R**

`spatialref.GeoRasterReference` object, referencing matrix, or referencing vector; or `spatialref.MapRasterReference` object or referencing matrix. Provides spatial referencing information.

## **X**

Indexed image

## **cmap**

Colormap

## **Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes ( ' '). You can specify several name and value pair arguments in any order as `Name1,Value1,...,NameN,ValueN`.

The argument names are case insensitive.

### **'CoordRefSysCode'**

Scalar, positive, integer-valued number that specifies the coordinate reference system code for the coordinates of the data. You can specify coordinates in either a geographic or a projected coordinate system, and you can use a string, such as 'EPSG:4326'. If you specify the coordinate system with a string, include the 'EPSG:' prefix. See “References” on page 1-520 for a link to the GeoTiff Specification or the EPSG data files (`pcs.csv` and `gcs.csv`) for the code numbers.

If you specify both the 'GeoKeyDirectoryTag' and the 'CoordRefSysCode', the coordinate system code in the 'CoordRefSysCode' takes precedence over the coordinate system key found in the 'GeoKeyDirectoryTag'. If one value specifies a geographic coordinate system and the other value specifies a projected coordinate system, you receive an error.



If you do not specify a value for this argument, the default value is 4326, indicating that the coordinates are geographic and in the 'WGS 84' geographic coordinate system.

**Default:** 4326

### **'GeoKeyDirectoryTag'**

Structure that specifies the GeoTIFF coordinate reference system and meta-information. The structure contains field names that match the GeoKey names in the GeoTIFF specification. The field names are case insensitive. The structure can be obtained from the GeoTIFF information structure, returned by `geotiffinfo`, in the field, `GeoTIFFTags.GeoKeyDirectoryTag`. If you set certain fields of the 'GeoKeyDirectoryTag' to inconsistent settings, you receive an error message.

The `GTRasterTypeGeoKey` field is ignored, if specified. The value for this GeoKey is derived from `R`. If you set certain fields of the 'GeoKeyDirectoryTag' to inconsistent settings, you receive an error message. For instance, if `R` is either a `spatialref.GeoRasterReference` object or a `refvec` and you specify a `ProjectedCSTypeGeoKey` field or you set the `GTModelTypeGeoKey` field to 1 (projected coordinate system), you receive an error. Likewise, if `R` is a `spatialref.MapRasterReference` object and you do not specify a `ProjectedCSTypeGeoKey` field or a 'CoordRefSysCode', or the `GTModelTypeGeoKey` field is set to 2 (geographic coordinate system), you receive an error message.

### **'TiffTags'**

Structure that specifies values for the TIFF tags in the output file. The field names of the structure match the TIFF tag names supported by the `Tiff` class. The field names are case insensitive.

You cannot set most TIFF tags using the structure input.

### **TiffTags Exceptions**

- `BitsPerSample`

- SampleFormat
- SamplesPerPixel
- StripByteCounts
- StripOffsets
- SubFileType
- SubIFD
- TileByteCounts
- TileOffsets
- ColorMap
- ImageLength
- ImageWidth
- GeoAsciiParamsTag
- GeoDoubleParamsTag
- GeoKeyDirectoryTag
- ModelPixelScaleTag
- ModelTiepointTag
- ModelTransformationTag

The function sets several TIFF tags. The field names corresponding to the TIFF tag, their corresponding field values set by the function, their permissible values (if different from the Tiff class), and their data type are noted in the following table.

**Automatic TIFF Tags**

| Field Name                | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Compression               | <p>String indicating the type of image compression. The default is 'PackBits'. Other permissible values are 'LZW', 'Deflate', and 'none'.</p> <p>Numeric values, <code>Tiff.Compression.LZW</code>, <code>Tiff.Compression.PackBits</code>, <code>Tiff.Compression.Deflate</code>, or <code>Tiff.Compression.None</code> can also be used.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| PhotometricInterpretation | <p>String indicating the type of photometric interpretation. The field name can be shortened to <code>Photometric</code>. The value is set based on the input image characteristic, using the following algorithm: If A is [M-by-N-by-3] and is class type <code>uint8</code> or <code>uint16</code>, then the value is 'RGB'. For all other sizes and data types, the value is 'MinIsBlack'. If the X, CMAP syntax is supplied, the value is 'Palette'. If the value is set to 'RGB' and A is not [M-by-N-by-3], an error is issued. Permissible values are 'MinIsBlack', 'RGB', 'Palette', 'Separated'. The numeric values, <code>Tiff.Photometric.MinIsBlack</code>, <code>Tiff.Photometric.RGB</code>, <code>Tiff.Photometric.Palette</code>, <code>Tiff.Photometric.Separated</code> can also be used.</p> |
| Software                  | <p>A string indicating the software maker of the file. The value is set to the string value 'MATLAB, Mapping Toolbox, The MathWorks, Inc.'. To remove the value, set the tag to the empty string ('').</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| RowsPerStrip              | <p>A scalar positive integer-valued number specifying the desired rows per strip in the output file. <code>RowsPerStrip</code> is set to the value of 1 if the size of A is less than [160-by-160]. An error is issued if both <code>RowsPerStrip</code> and <code>TileWidth</code> and/or <code>TileLength</code> are specified.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |

| Field Name | Description                                                                                                                                                                                                                                                                                                      |
|------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TileWidth  | A scalar positive integer-valued number and a multiple of 16 specifying the width of the tiles. TileWidth is set if the size of A is greater than [160-by-160]. If so, the value is such that a maximum of [10-by-10] tiles are created. An error is issued if both RowsPerStrip and TileWidth are specified.    |
| TileLength | A scalar positive integer-valued number and a multiple of 16 specifying the length of the tiles. TileLength is set if the size of A is greater than [160-by-160]. If so, the value is such that a maximum of [10-by-10] tiles are created. An error is issued if both RowsPerStrip and TileLength are specified. |

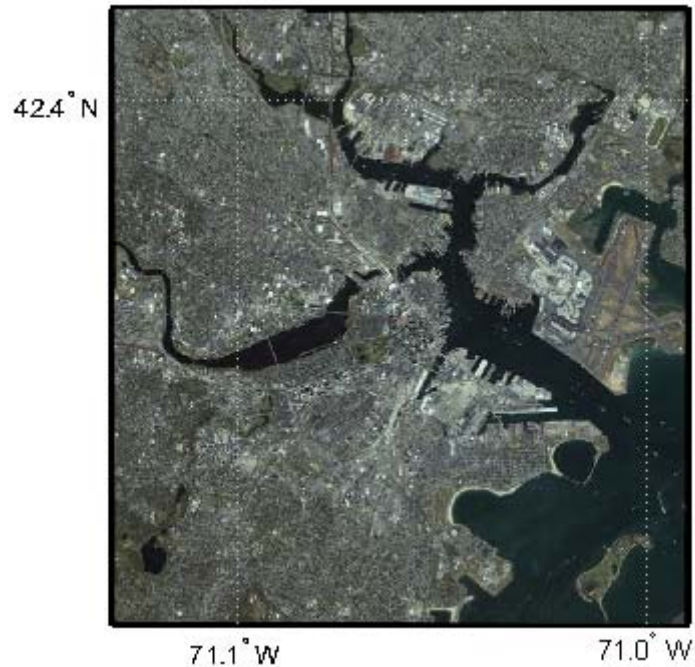
## Class Support

The input array, A, can be any numeric class or logical. The indexed image, X, must be class uint8 or uint16. The colormap array, cmap, must be class double.

## Examples

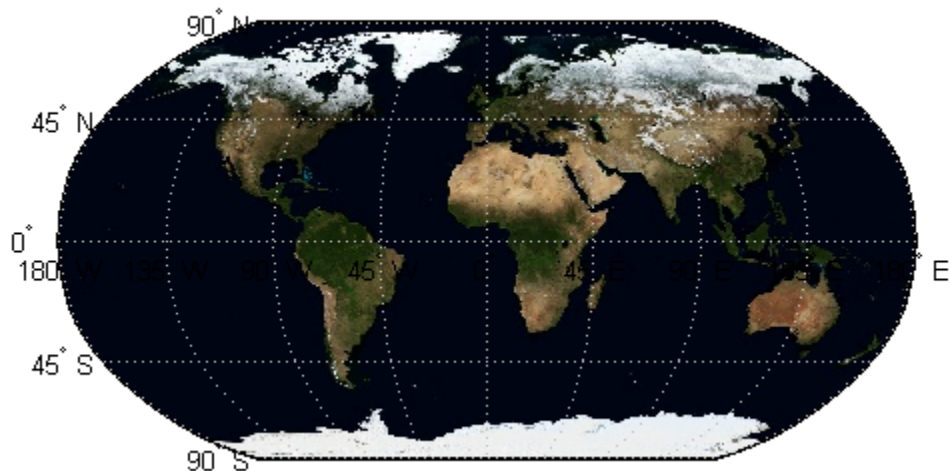
Write an image with geographic coordinates from a JPEG file to a GeoTIFF file:

```
basename = 'boston_ovr';
imagefile = [basename '.jpg'];
RGB = imread(imagefile);
worldfile = getworldfilename(imagefile);
R = worldfileread(worldfile, 'geographic', size(RGB));
filename = [basename '.tif'];
geotiffwrite(filename, RGB, R)
figure
usamap(RGB, R)
geoshow(filename)
```



Write a WMS image to a GeoTIFF file:

```
nasa = wmsfind('nasa', 'SearchField', 'serverurl');
layerName = 'bluemarbleng';
layer = nasa.refine(layerName, 'SearchField', 'layername', ...
    'MatchType', 'exact');
[A, R] = wmsread(layer(1));
filename = [layerName '.tif'];
geotiffwrite(filename, A, R)
figure
worldmap world
geoshow(filename)
```



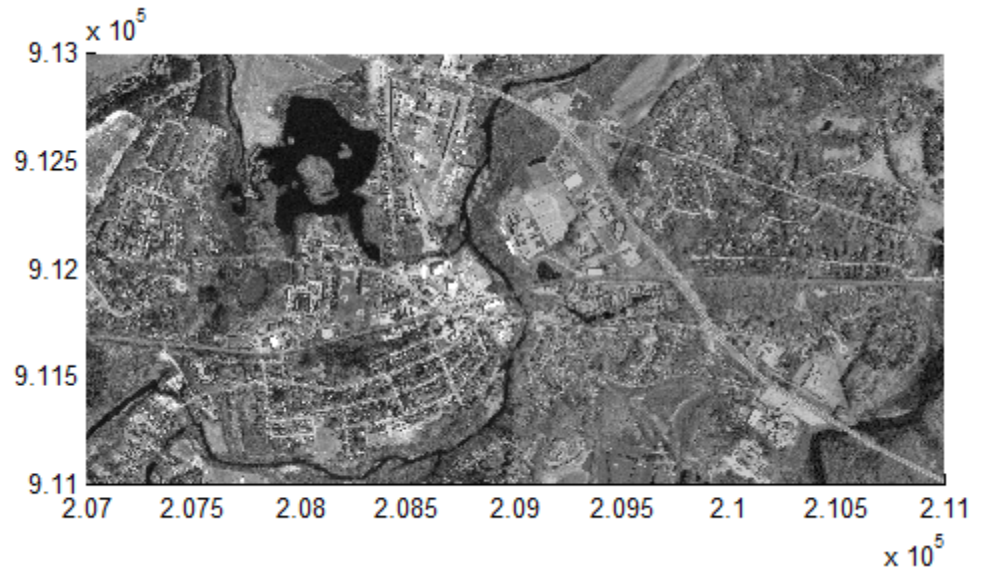
Write the Concord orthophotos to a single GeoTIFF file:

```
% Read the two adjacent orthophotos and combine them.
X_west = imread('concord_ortho_w.tif');
X_east = imread('concord_ortho_e.tif');
X = [X_west X_east];

% Construct referencing objects for the orthophotos and for their
% combination.
R_west = worldfileread('concord_ortho_w.tfw', 'planar', size(X_west));
R_east = worldfileread('concord_ortho_e.tfw', 'planar', size(X_east));
R = R_west;
R.XLimWorld = [R_west.XLimWorld(1) R_east.XLimWorld(2)];
R.RasterSize = size(X);

% Write the combined image to a GeoTIFF file. Use the code number,
% 26986, indicating the PCS_NAD83_Massachusetts Projected Coordinate
% System.
coordRefSysCode = 26986;
```

```
filename = 'concord_ortho.tif';
geotiffwrite(filename, X, R, 'CoordRefSysCode', coordRefSysCode);
figure
mapshow(filename)
```



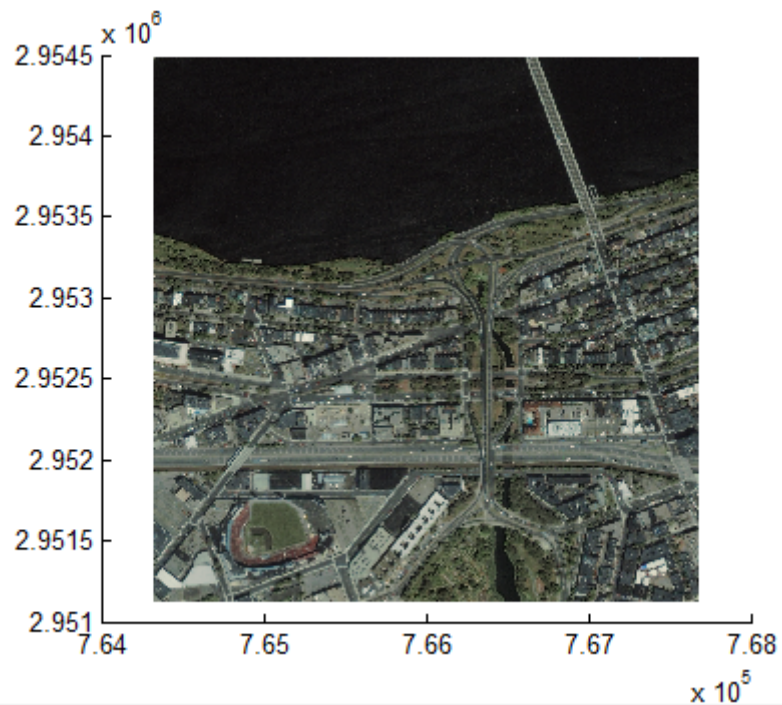
Write the first 1024 columns and last 1024 rows of a GeoTIFF file to a new GeoTIFF file:

```
[A, R] = geotiffread('boston.tif');
row = [size(A,1)-1024+1 size(A,1)];
col = [1 1024];
subImage = A(row(1):row(2), col(1):col(2), :);
xi = col + [-.5 .5];
yi = row + [-.5 .5];
[xlim, ylim] = R.intrinsicToWorld(xi, yi);
subR = R;
subR.RasterSize = size(subImage);
```

# geotiffwrite

---

```
subR.XLimWorld = sort(xlim);
subR.YLimWorld = sort(ylim);
info = geotiffinfo('boston.tif');
filename = 'boston_subimage.tif';
geotiffwrite(filename, subImage, subR, ...
'GeoKeyDirectoryTag', info.GeoTIFFTags.GeoKeyDirectoryTag);
figure
mapshow(filename);
```



Write the Mount Washington SDTS DEM terrain data to GeoTIFF. The data are referenced to Universal Transverse Mercator (UTM), Zone 19, in the North American Datum of 1927. This corresponds to the GeoTIFF PCS\_NAD27\_UTM\_zone\_19N code number 26719. Set the

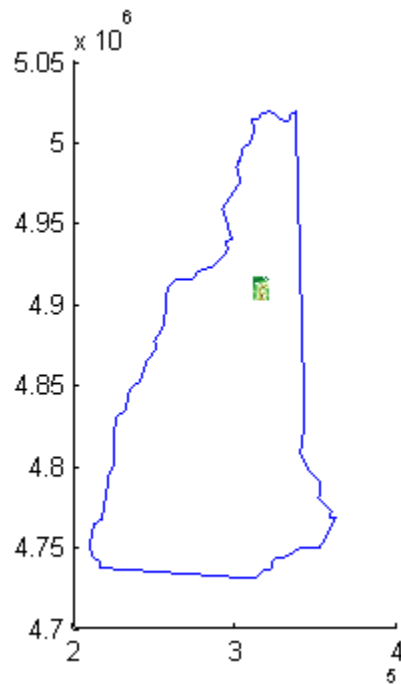


raster interpretation to 'postings' because the data is USGS DEM. This corresponds to the GeoTIFF raster type PixelIsPoint.

```
[Z, refmat] = sdtsemread('9129CATD.ddf');
R = refmatToMapRasterReference(refmat, size(Z), 'postings');
key.GTModelTypeGeoKey = 1; % Projected Coordinate System (PCS)
key.GTRasterTypeGeoKey = 2; % PixelIsPoint
key.ProjectedCSTypeGeoKey = 26719;
filename = '9129.tif';
geotiffwrite(filename, Z, R, 'GeoKeyDirectoryTag', key);

% Plot the outline of the state of New Hampshire in UTM.
S = shaperead('usastatelo', 'UseGeoCoords', true, 'Selector',...
    {@(name) any(strcmp(name,{'New Hampshire'})), 'Name'});
proj = geotiffinfo(filename);
[x, y] = projfwd(proj, [S.Lat], [S.Lon]);
figure
mapshow(x,y)

% Display the GeoTIFF DEM file.
hold on
h = mapshow(filename, 'DisplayType', 'surface');
demcmap(get(h, 'ZData'))
```



## References

Check the GeoTIFF specification for values of the following parameters:

- 'CoordRefSysCode' value for geographic coordinate systems
- 'CoordRefSysCode' value for projected coordinate systems
- GeoKey field names for the 'GeoKeyDirectoryTag'

The 'CoordRefSysCode' values may also be obtained from the EPSG data files (`pcs.csv` and `gcs.csv`) in the folder:

```
matlabroot/toolbox/map/mapproj/projdata/epsg_csv
```

## See Also

`geotiffinfo` | `geotiffread` | `imread` | `imwrite` | `Tiff`.

**Purpose**

Map object properties

**Syntax**

```
mat = getm(h)
mat = getm(h,MapPropertyName)
getm('MapProjection')
getm('axes')
getm('units')
```

**Description**

`mat = getm(h)` returns the map structure of the map axes specified by its handle. If the handle of a child of the map axes is specified, only its properties are returned.

`mat = getm(h,MapPropertyName)` returns the specified property value.

`getm('MapProjection')` lists all available projections.

`getm('axes')` lists the map axes properties by property name.

`getm('units')` lists the available units.

**Examples**

Create a default map axes and query a property value:

```
axesm('mercator','AngleUnits','degrees')
getm(gca,'MapParallels')
```

```
ans =
     0
```

**See Also**

`axesm` | `setm`

# getseeds

---

**Purpose** Interactively assign seeds for data grid encoding

**Compatibility** getseeds will be removed in a future release.

**Syntax**

```
[row,col,val] = getseeds(map,R,nseeds)
[row,col,val] = getseeds(map,R,nseeds,seedval)
mat = getseeds(...)
```

**Description** `[row,col,val] = getseeds(map,R,nseeds)` allows user to identify geographical objects while customizing a raster map. It prompts the user for mouse click positions of objects and assigns them a code value. The user is prompted for the value to seed at each location. The outputs are the row and column of the seed location and the value assigned at that location. `R` is either a 1-by-3 vector containing elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

or a 3-by-2 referencing matrix that transforms raster row and column indices to/from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If `R` is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel.

`[row,col,val] = getseeds(map,R,nseeds,seedval)` assigns the value `seedval` to each location supplied. If `seedval` is a scalar then the same value is assigned at each location. Otherwise, if `seedval` is a vector it must be `length(nseeds)` and each entry is assigned to the corresponding location. `getseeds` operates on the current axes (`gca`).

`mat = getseeds(...)` returns a single output matrix where `mat = [row col val]`.

**Examples** Demonstrate this for yourself by typing the following and interactively selecting points:

```
load topo
axesm('gortho','grid','on')
seedmat = getseeds(topo,topolegend,3)
```

When you have selected three points, you are prompted for their values. The regular data grid need not be displayed to execute `getseeds` on it.

## See Also

`encodem`

# getworldfilename

---

**Purpose** Derive worldfile name from image filename

**Syntax** `worldfilename = getworldfilename(imagefilename)`

**Description** `worldfilename = getworldfilename(imagefilename)` returns the name of the corresponding worldfile derived from the name of an image file.

The worldfile and the image file have the same base name. If `imagefilename` follows the “.3” convention, then you create the worldfile extension by removing the middle letter and appending the letter 'w'.

If `imagefilename` has an extension that does not follow the “.3” convention, then a 'w' is appended to the full image name to construct the worldfile name.

If `imagefilename` has no extension, then '.wld' is appended to construct a worldfile name.

**Examples** Given the following image filenames, `worldfilename` would return these worldfile names:

| Image File Name | Worldfile Name |
|-----------------|----------------|
| myimage.tif     | myimage.tfw    |
| myimage.jpeg    | myimage.jpegw  |
| myimage         | myimage.wld    |

**See Also** `mapshow` | `mapview` | `worldfileread` | `worldfilewrite`

**Purpose**

Read Global Land One-km Base Elevation (GLOBE) data

**Syntax**

```
[Z,refvec] = globedem(filename,scalefactor)
[Z,refvec] = globedem(filename,scalefactor,latlim,lonlim)
[Z,refvec] = globedem(foldername,scalefactor,latlim,lonlim)
```

**Description**

[Z,refvec] = globedem(filename,scalefactor) reads the GLOBE DEM files and returns the result as a regular data grid. The filename is given as a string that does not include an extension. GLOBEDEM first reads the ESRI header file found in the subfolder '/esri/hdr/' and then the binary data file filename. If the files are not found on the MATLAB path, they can be selected interactively. scalefactor is an integer that when equal to 1 gives the data at its full resolution. When scalefactor is an integer n larger than 1, every nth point is returned. The map data is returned as an array of elevations and associated three-element referencing vector. Elevations are given in meters above mean sea level, using WGS 84 as a horizontal datum.

[Z,refvec] = globedem(filename,scalefactor,latlim,lonlim) allows a subset of the map data to be read. The limits of the desired data are specified as vectors of latitude and longitude in degrees. The elements of latlim and lonlim must be in ascending order.

[Z,refvec] = globedem(foldername,scalefactor,latlim,lonlim) reads and concatenates data from multiple files within a GLOBE folder tree. The foldername input is a string with the name of the folder that contains both the uncompressed data files and the ESRI header files.

**Background**

GLOBE, the Global Land One-km Base Elevation data, was compiled by the National Geophysical Data Center from more than 10 different sources of gridded elevation data. GLOBE can be considered a higher resolution successor to TerrainBase. The data set consists of 16 tiles, each covering 50 by 90 degrees. Tiles require as much as 60 MB of storage. Uncompressed tiles take between 100 and 130 MB.

**Tips**

The globedem function reads data from GLOBE Version 1.0. The data is for elevations only. Elevations are given in meters above mean sea

level using WGS 84 as a horizontal datum. Areas with no data, such as the oceans, are coded with NaNs.

The data set and documentation are available over the Internet.

---

**Note** For details on locating map data for download over the Internet, see the following documentation at the MathWorks Web site: “Finding Geospatial Data”.

---

## Examples

Determine the file that contains the area around Cape Cod. (This example assumes you have already downloaded some GLOBE data tiles.)

```
latlim = [41 42.5]; lonlim = [-73 -69.9];  
globedems(latlim,lonlim)
```

```
ans =  
    'f10g'
```

Extract every 20th point from the tile covering the northeastern United States and eastern Canada. If you specify an empty file name (''), `globedem` presents a file browser that you use to first select the header file and then select the data file interactively.

```
[Z,refvec] = globedem('',20);  
size(Z)
```

```
ans =  
    300    540
```

Extract a subset of the data for Massachusetts at the full resolution.

```
latlim = [41 42.5]; lonlim = [-73 -69.9];  
[Z,refvec] = globedem('f10g',1,latlim,lonlim);  
size(Z)
```



```
ans =
    181 373
```

Replace the NaNs in the ocean with -1 to color them blue.

```
Z(isnan(Z)) = -1;
```

Extract some data for southern Louisiana in an area that straddles two tiles. Provide the name of the folder containing the data files, and let globedem determine which files are required, read from the files, and concatenate the data into a single regular data grid.

```
latlim =[28.61 31.31]; lonlim = [-91.24 -88.62];
globedems(latlim,lonlim)
```

```
ans =
    'e10g'
    'f10g'
```

```
[Z,refvec] =
globedem('d:\externalData\globe\elev',1,latlim,lonlim);
size(Z)
```

```
ans =
    325.00    315.00
```

## References

See Web site for the National Oceanic and Atmospheric Administration, National Geophysical Data Center

## See Also

demdataui | dted | gtopo30 | satbath | tbase | usgsdem

# globedems

---

**Purpose** GLOBE data filenames for latitude-longitude quadrangle

**Syntax**  
`tileNames = globedems(latlim,lonlim)`  
`tileNames = globedems(lat,lon)`

**Description**  
`tileNames = globedems(latlim,lonlim)` returns a cell array of the tile names covering the geographic region for GLOBEDEM digital elevation maps. The region is specified by two-element vectors of latitude and longitude limits in units of degrees.  
`tileNames = globedems(lat,lon)` returns a cell array of the tile names covering the geographic region for GLOBEDEM digital elevation maps. The region is specified by scalar latitude and longitude points, in units of degrees.

**Background**  
GLOBE, the Global Land One-km Base Elevation data, was compiled by the National Geophysical Data Center from more than 10 different sources of gridded elevation data. The data set consists of 16 tiles, each covering 50 by 90 degrees. Determining which tiles are needed to cover a particular region generally requires consulting an index map. This function takes the place of such a reference by returning the file names for a given geographic region.

**Tips**  
The `globedems` function reads data from the format GLOBE Version 1.0. `globedem` first reads the corresponding ESRI header file found in the subdirectory `'/esri/hdr/'` and then the binary data file (with no extension).

**Examples** Which tiles are needed for southern Louisiana?

```
latlim =[28.61 31.31];  
lonlim = [-91.24 -88.62];  
globedems(latlim,lonlim)  
  
ans =  
    'e10g'  
    'f10g'
```

**See Also**      `globedem`

# gpxread

---

**Purpose** Read GPX file

**Syntax** `P = gpxread(filename)`  
`P = gpxread(URL)`

`S = gpxread( __, 'Index', V)`

`__ = gpxread( __, Name, Value)`

**Description** `P = gpxread(filename)` reads point data from the GPS Exchange Format (GPX) file, `filename`, and returns an  $n$ -by-1 geopoint vector, `P`, where  $n$  is the number of waypoints, or points that define a route or track.

`gpxread` searches the file first for waypoints, then routes, and then tracks, and it returns the first type of data it finds. The `Metadata` field of `P` contains a string that identifies the feature type ('waypoint', 'track', or 'route') and any additional metadata associated with waypoint, route, or track. If the file contains multiple tracks or routes, `P` contains the points that define the first track or route in the file. If `gpxread` cannot find any features in the file, it returns an empty geopoint vector.

`P = gpxread(URL)` reads the GPX data from a URL. The URL must include the protocol type (for example, `http://`).

`S = gpxread( __, 'Index', V)` returns data from the GPX file in a `geoshape` vector, rather than a geopoint vector, only if the file contains track or route data and you specify the value of `'Index'` as a vector, `V`. Use this syntax when you want to work with the data as a line, rather than as a collection of points.

`__ = gpxread( __, Name, Value)` reads data from a GPX file with additional options, specified by one or more `Name, Value` pair arguments, that control various characteristics of the import. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside

single quotes ( ' ' ) and is case insensitive. You can specify several name-value pair arguments in any order.

## Input Arguments

### **filename** - Name of GPX file to open

character string

Name of GPX file to open, specified as a character string. If the file is not in the current folder or in a folder on the MATLAB path, you must specify the folder path. If the file name includes the extension '.gpx' (either uppercase or lowercase), you can omit the extension from `filename`.

**Example:** 'boston\_placenames'

### **Data Types**

char

### **URL** - Internet location containing GPX data

Uniform Resource Locator (URL)

Internet location containing GPX data, specified as a Uniform Resource Locator (URL). The URL must include protocol type (for example, `http://`).

### **Data Types**

char

### **Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name,Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes ( ' ' ). You can specify several name and value pair arguments in any order as `Name1,Value1,...,NameN,ValueN`.

**Example:** 'FeatureType','track'

### **'FeatureType'** - Type of feature to read from file

'auto' (default) | 'track' | 'route' | 'waypoint'

Type of feature to read from file, specified as one of the following character strings: 'track', 'route', 'waypoint', or 'auto'. If gpxread cannot find the specified feature in the file, it returns an empty geoint vector.

**Example:** 'FeatureType', 'waypoint'

## Data Types

char

## 'Index' - Index of waypoint, track, or route data in file

scalar or vector of positive integers

Index of waypoint, track, or route data in file, specified as a scalar or vector of positive integers.

- If the value is a scalar, gpxread returns the specified waypoint, route, or track as a geoint vector. If the scalar value is greater than the total number of elements found in the file, gpxread returns an empty geoint vector.
- If the value is a vector, and the file contains waypoints, gpxread returns those waypoints specified by the vector. If the file contains routes or tracks (and does not contain waypoints), gpxread returns the specified routes or track logs in a geoshape vector. gpxread sets the Geometry field of the geoshape vector to 'line'.

**Example:** `Index`, [1:2] would read up to two routes or tracks, if the file contained routes or tracks, in a geoshape vector.

## Data Types

single | double | int8 | int16 | int32 | int64 | uint8 |  
uint16 | uint32 | uint64

## Output Arguments

### P - Waypoint, track, or route data

*n*-by-1 geoint vector

Waypoint, track, or route data, returned as an *n*-by-1 geoint vector, where *n* is the number of points.

For a track log or route with multiple segments, `gpxread` concatenates the coordinates of the segments with NaN separators. NaN denotes numeric elements not found in the file. The empty string ( ' ' ) is used to denote string elements not found in the file.

### **S - Track or route data**

*n*-by-1 geoshape vector

Track or route data, returned as an *n*-by-1 geopoint vector

### **Tips**

- Excluding extensions, GPX version 1.1 is fully supported. If any other version is detected, a warning is issued. However, in most cases, version 1.0 GPX files can be read successfully unless they contain certain metadata tags. For more information, see the GPX 1.1 Schema Documentation.

### **Definitions**

#### **waypoint**

A point of interest, or named feature on a map.

#### **track**

An ordered list of waypoints that describe a path.

#### **route**

An ordered list of waypoints representing a series of turn points leading to a destination.

### **Examples**

#### **Read Waypoints and Display Them Over Image**

Read and display waypoints from the `boston_placenames.gpx` file and overlay the points onto the `boston.tif` image.

Read waypoints from a GPX file.

```
p = gpxread('boston_placenames');
```

Read the image file.

```
[A,R] = geotiffread('boston');
```

Convert the length unit of the *X* and *Y* limits to meters for use with the projection structure.

```
proj = geotiffinfo('boston');  
mstruct = geotiff2mstruct(proj);  
R.XWorldLimits = R.XWorldLimits * proj.UOMLengthInMeters;  
R.YWorldLimits = R.YWorldLimits * proj.UOMLengthInMeters;
```

Display the map.

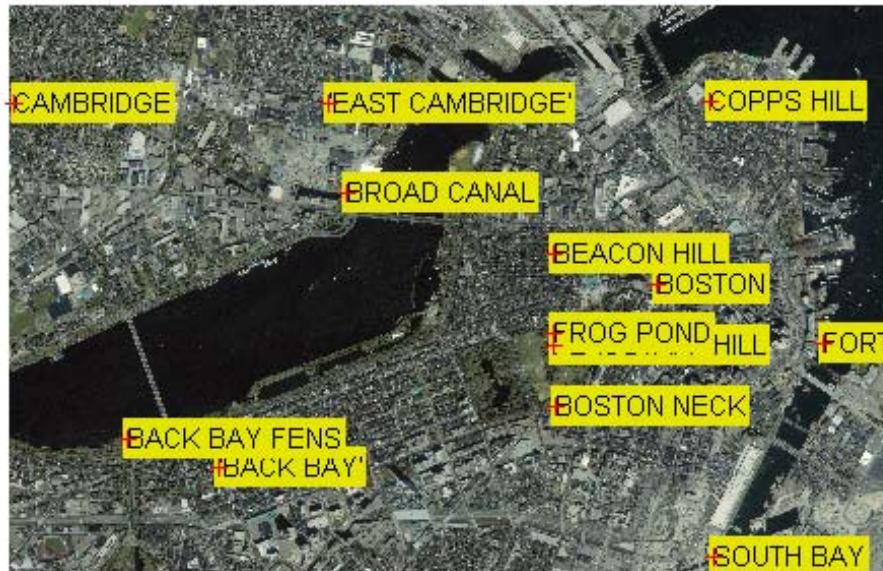
```
figure('Renderer', 'zbuffer');  
axesm(mstruct)  
mapshow(A,R);
```





Display the names and positions of each point, overlaid over the image.

```
for k=1:length(p)
    textm(p(k).Latitude, p(k).Longitude, p(k).Name, ...
          'Color',[0 0 0], 'BackgroundColor',[0.9 0.9 0], ...
          'Interpreter','none');
end
geoshow(p);
xlim(R.XWorldLimits)
ylim(R.YWorldLimits)
```



## Read and Display a Route

Read and display a route from Boston Logan International Airport to Mathworks in Natick, MA.

Read the route information from the GPX file.

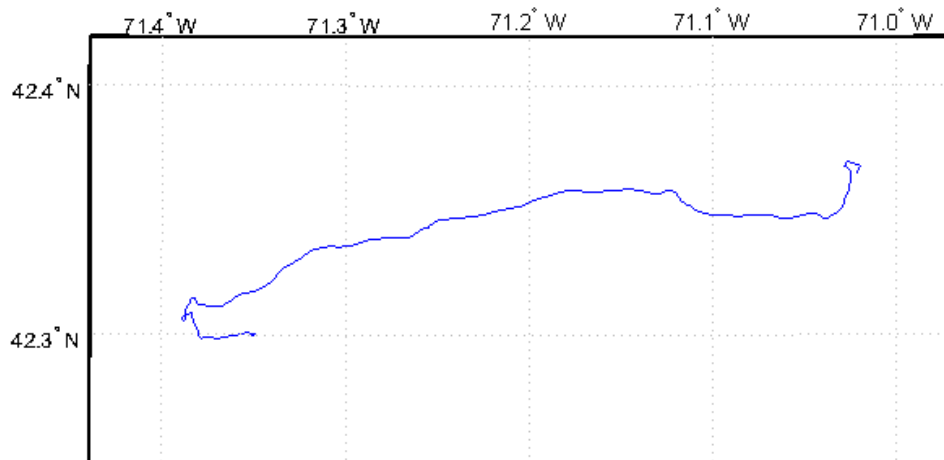
```
route = gpxread('sample_route');
```

Compute latlim and lonlim with a 0.05 buffer.

```
[latlim, lonlim] = geoquadline(route.Latitude, route.Longitude);  
[latlim, lonlim] = bufgeoquad(latlim, lonlim, .05, .05);
```

Display the route.

```
figure  
pos = get(gcf, 'Position');  
pos(1:2) = [300 300];  
set(gcf, 'Position', pos .* [1 1 1.25 1.25]);  
ax = usamap(latlim, lonlim);  
setm(ax, 'MLabelParallel', 43.5)  
geoshow(route.Latitude, route.Longitude)
```



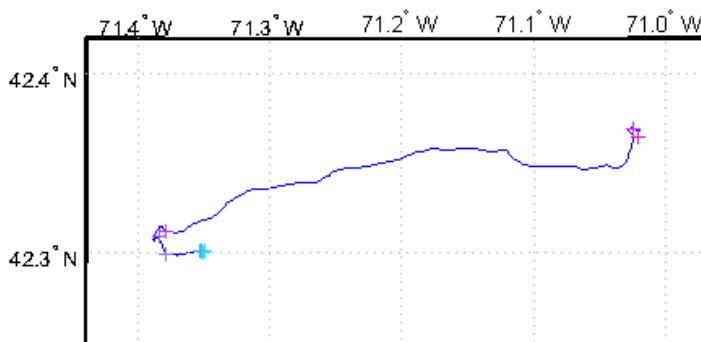
Extract the elements of route that include descriptions of turns, mark and color code each turn on the map, and construct a legend that displays the descriptions. Reverse the order, so that the legend displays the first turn at the top and the last at the bottom.

```
turns = route(~cellfun(@isempty, route.Description));  
turns = turns(end:-1:1);  
n = length(turns);  
colors = cool(n);  
for k=1:n
```

```

geoshow(turns(k).Latitude, turns(k).Longitude, ...
        'DisplayType','point','MarkerEdgeColor',colors(k,:),...
        'Tag','turn','DisplayName',turns(k).Description)
end
legend(findobj(ax,'Tag','turn'),'Location','SouthOutside')

```



- + Head southeast
- + Keep left at the fork, follow signs for I-90 W/I-93 S/Williams Tunnel/Mass Pike and merge onto I-90 W  
Partial toll road
- + Take exit 13 to merge onto MA-30 E/Cochituate Rd toward Natick  
Partial toll road
- + Turn right onto Speen St
- + Merge onto MA-9 E/Worcester St via the ramp on the left to Boston
- + Slight right onto Apple Hill Dr
- + Turn left toward Apple Hill Dr
- + Take the 1st right onto Apple Hill Dr  
Destination will be on the right
- + The MathWorks, Inc., Natick, MA.

## Read and Display Multiple Track Logs on a Webmap

Read track log from a GPX file and display overlaid on a webmap.

# gpxread

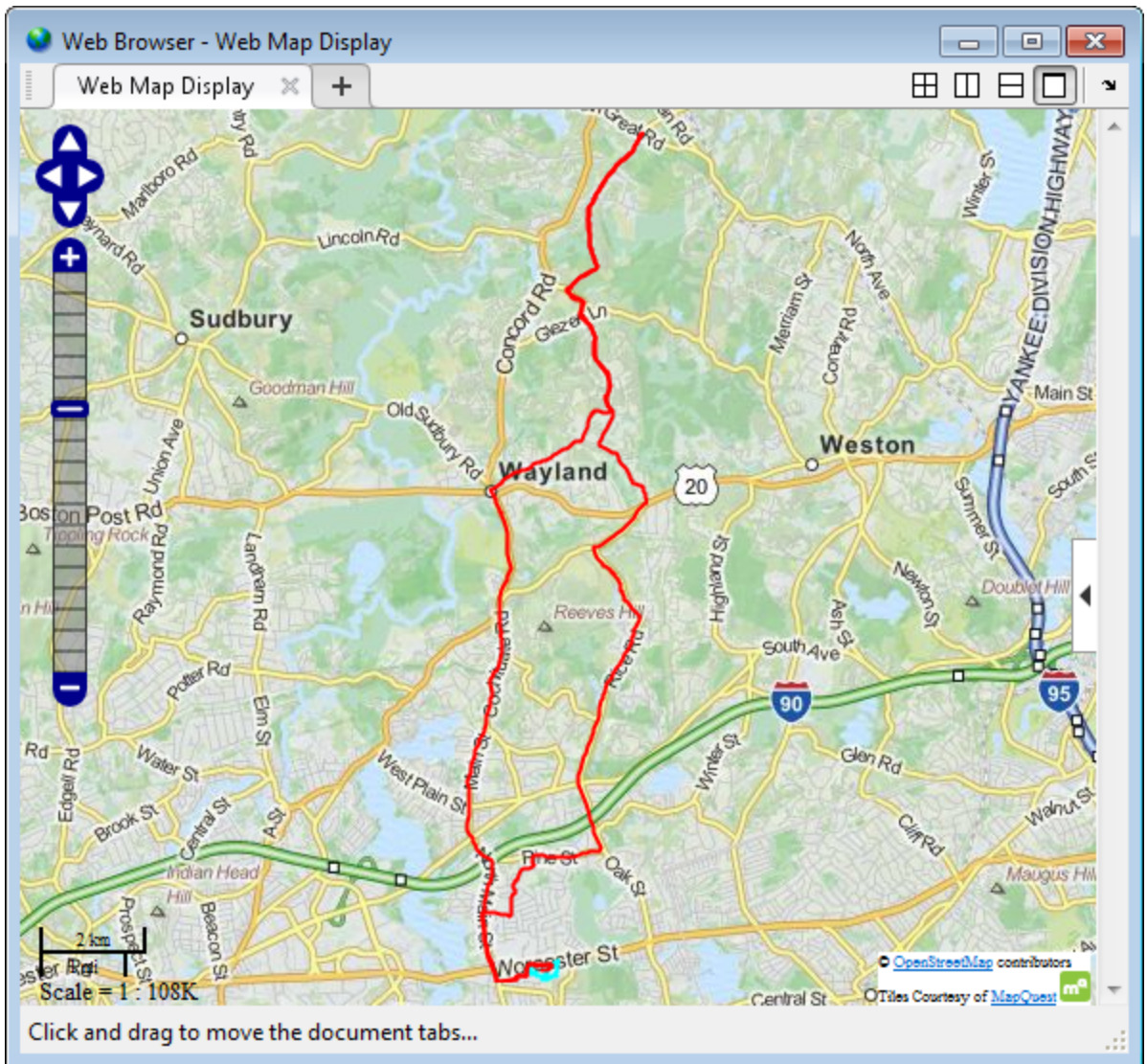
---

Read the track logs from a GPX file.

```
tracks = gpxread('sample_tracks', 'Index', 1:2);
```

Display the track logs on a webmap with a different color for each track log.

```
webmap('mapquestopenstreetmap')  
colors = {'cyan', 'red'};  
wmline(tracks, 'Color', colors)
```



Zoom the webmap to view the first track near the MathWorks campus in Natick.

```
[latlim, lonlim] = geoquadline(tracks(1).Latitude, tracks(1).Longitude);  
wmlimits(latlim, lonlim)
```





## **Read and Display Waypoints and Track Log on a Webmap**

Read waypoints and track log from the `sample_mixed.gpx` file.

```
wpt = gpxread('sample_mixed');  
trk = gpxread('sample_mixed', 'FeatureType', 'track');
```

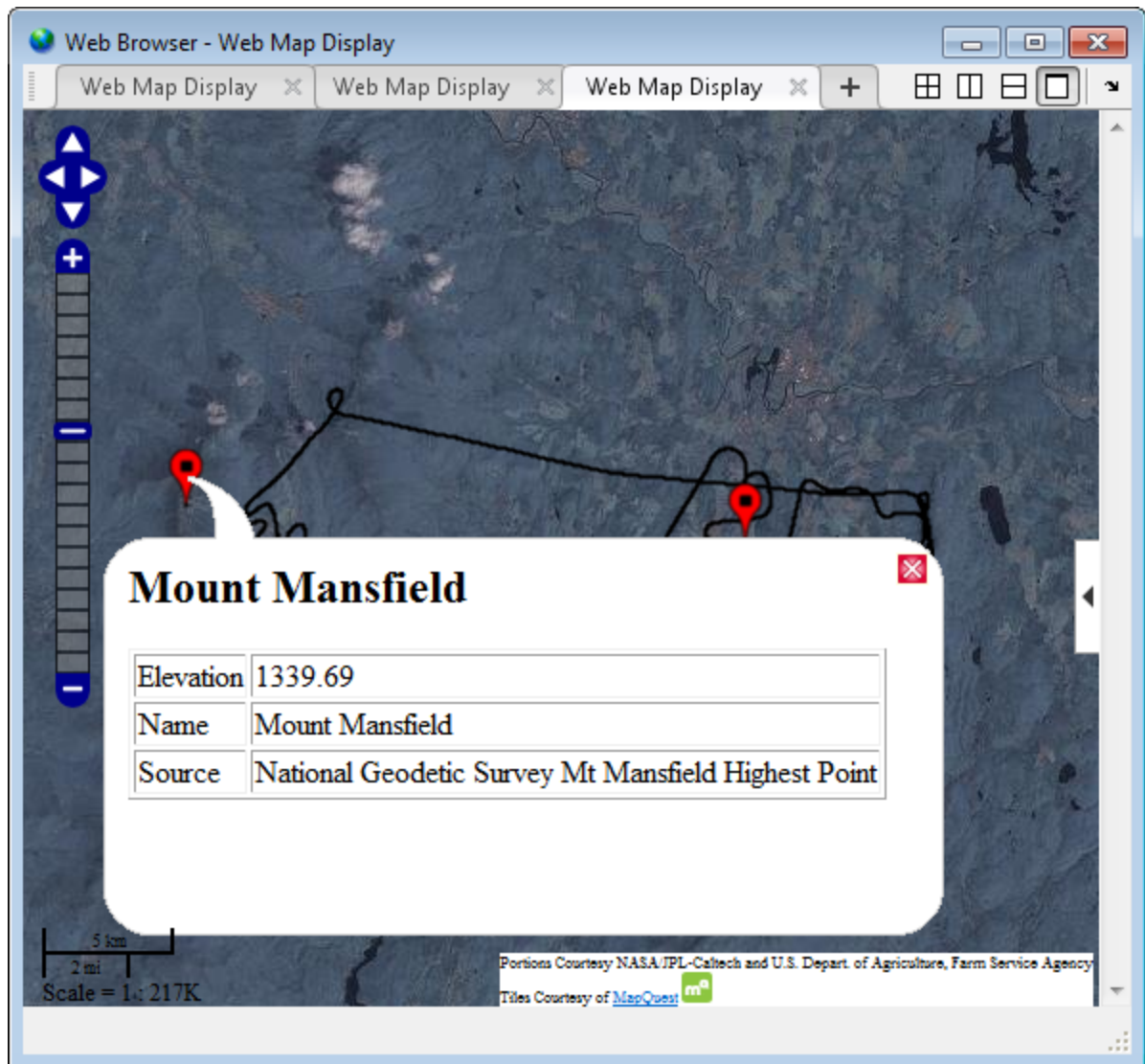
Display the waypoints and the track log on a webmap.

```
webmap('mapquestopenaerialmap')  
wmline(trk, 'OverlayName', 'Track Logs');
```



# gpxread

```
wmmarker(wpt, 'FeatureName', wpt.Name, 'OverlayName', 'Waypoints')
```



## Display Elevation and Time-area Maps

Display elevation and time area maps and calculate distance using track logs.

Read track log from the `sample_mixed.gpx` file.

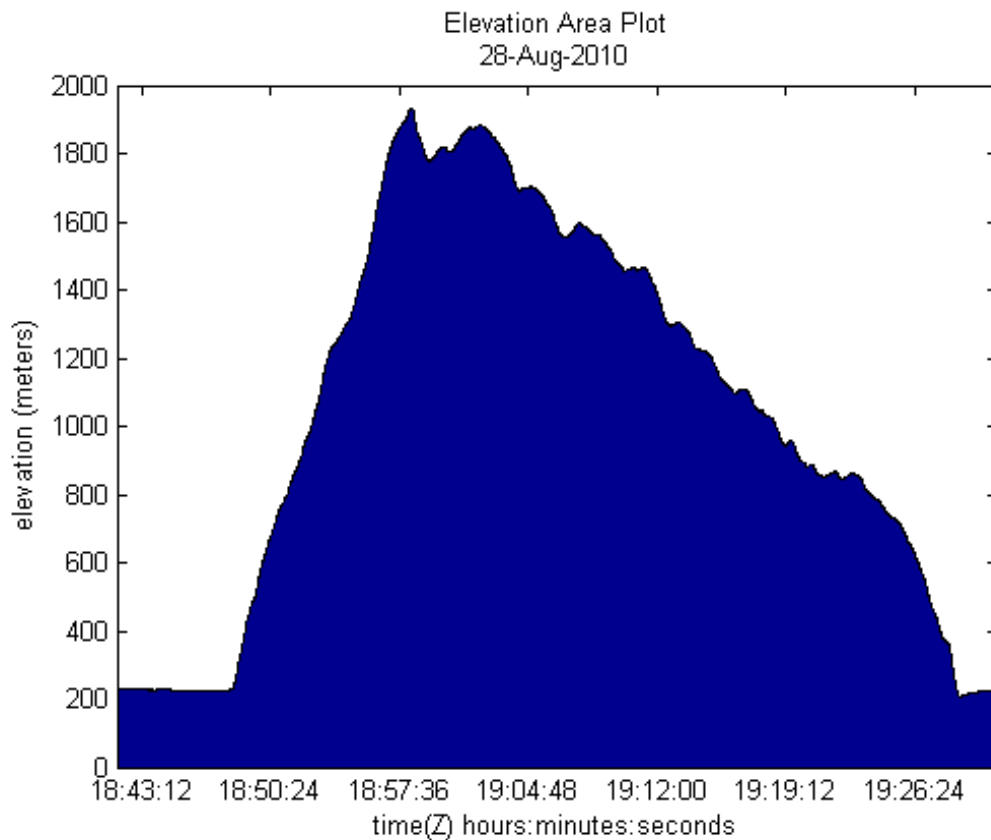
```
trk = gpxread('sample_mixed', 'FeatureType', 'track');
```

Convert the time value strings to serial date numbers using `datenum`, and then compute the time-of-day in hours-minutes-seconds.

```
timeStr = strrep(trk.Time, 'T', ' ');  
timeStr = strrep(timeStr, '.000Z', '');  
trk.DateNumber = datenum(timeStr, 31);  
day = fix(trk.DateNumber(1));  
trk.TimeOfDay = trk.DateNumber - day;
```

Display an area plot of the elevation and time values.

```
figure  
area(trk.TimeOfDay, trk.Elevation)  
datetick('x', 13, 'kepticks', 'keeplimits')  
ylabel('elevation (meters)')  
xlabel('time(Z) hours:minutes:seconds')  
title({'Elevation Area Plot', datestr(day)});
```

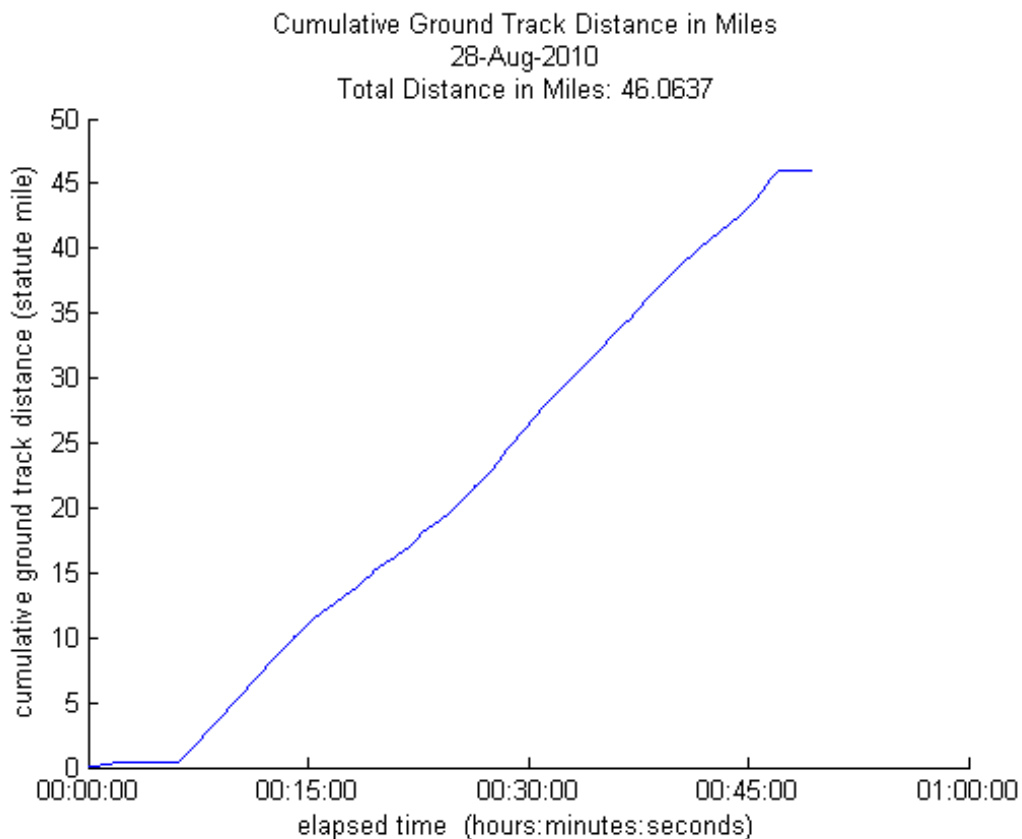


Calculate and display ground track distance. Convert distance in meter to distance in U.S. survey mile.

```
e = wgs84Ellipsoid;  
lat = trk.Latitude;  
lon = trk.Longitude;  
d = distance(lat(1:end-1), lon(1:end-1), lat(2:end), lon(2:end), e);  
d = d * unitsratio('sm', 'meter');
```

Display the cumulative ground track distance and elapsed time.

```
trk.ElapsedTime = trk.TimeOfDay - trk.TimeOfDay(1);  
figure  
line(trk.ElapsedTime(2:end), cumsum(d))  
datetick('x', 13)  
ylabel('cumulative ground track distance (statute mile)')  
xlabel('elapsed time (hours:minutes:seconds)')  
title({'Cumulative Ground Track Distance in Miles', datestr(day), ..  
      ['Total Distance in Miles: ' num2str(sum(d))]});
```



# gpxread

---

## See Also

[geopoint](#) | [geoshape](#) | [shaperead](#)



**Purpose**

Calculate gradient, slope and aspect of data grid

**Syntax**

```
[ASPECT, SLOPE, gradN, gradE] = gradientm(Z, R)
[...] = gradientm(lat, lon, Z)
[...] = gradientm(..., ellipsoid)
[...] = gradientm(lat, lon, Z, ellipsoid, units)
```

**Description**

[ASPECT, SLOPE, gradN, gradE] = gradientm(Z, R) computes the slope, aspect and north and east components of the gradient for a regular data grid Z with three-element referencing vector `refvec`. If the grid contains elevations in meters, the resulting aspect and slope are in units of degrees clockwise from north and up from the horizontal. The north and east gradient components are the change in the map variable per meter of distance in the north and east directions. The computation uses finite differences for the map variable on the default earth ellipsoid.

R can be a geographic raster reference object, a referencing vector, or a referencing matrix.

If R is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If R is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If R is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to or from geographic coordinates according to:

$$[\text{lon lat}] = [\text{row col 1}] * R$$

If R is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. Nearest-neighbor interpolation is used by default. NaN is returned for points outside the grid limits or for which `lat` or `lon` contain NaN. All angles are in units of degrees.

# gradientm

---

[...] = `gradientm(lat, lon, Z)` does the computation for a geolocated data grid. `lat` and `lon`, the latitudes and longitudes of the geolocation points, are in degrees.

[...] = `gradientm(..., ellipsoid)` uses the reference ellipsoid specified by the input `ellipsoid`, which can be a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form [`semimajor_axis` `eccentricity`]. If the map contains elevations in the same units of length as the semimajor axis of the ellipsoid, the slope and aspect are in units of degrees. This calling form is most useful for computations on bodies other than the earth.

[...] = `gradientm(lat, lon, Z, ellipsoid, units)` specifies the angle units of the latitude and longitude inputs. If omitted, 'degrees' are assumed. For elevation maps in the same units as `ellipsoid(1)`, the resulting slope and aspect are in the specified units. The components of the gradient are the change in the map variable per unit of length, using the same length unit as the semimajor axis of the ellipsoid.

## Tips

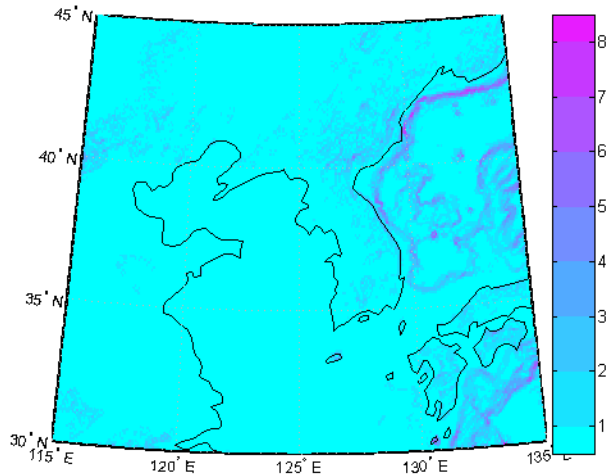
Coarse digital elevation models can considerably underestimate the local slope. For the preceding map, the elevation points are separated by about 10 kilometers. The terrain between two adjacent points is modeled as a linear variation, while actual terrain can vary much more abruptly over such a distance.

## Examples

Compute and display the slope for the 30 arc-second (10 km) Korea elevation data. Slopes in the Sea of Japan are up to 8 degrees at this grid resolution.

```
load korea
[aspect, slope, gradN, gradE] = gradientm(map, refvec);
worldmap(slope, refvec)
geoshow(slope, refvec, 'DisplayType', 'texturemap')
cmap = cool(10);
demcmap('inc', slope, 1, [], cmap)
colorbar
latlim = getm(gca, 'maplatlimit');
lonlim = getm(gca, 'maplonlimit');
```

```
land = shaperead('landareas',...  
    'UseGeoCoords', true, 'BoundingBox', [lonlim' latlim]);  
geoshow(land, 'FaceColor', 'none')  
set(gca, 'Visible', 'off')
```

**See Also**

[viewshed](#)

**How To**

- “Geolocated Data Grids”

# grepfields

---

|                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>       | Identify matching fields in fixed record length files                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Compatibility</b> | grepfields will be removed in a future release. Use textscan instead.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Syntax</b>        | <pre>grepfields(filename,searchstring) grepfields(filename,searchstring,casesens) grepfields(filename,searchstring,casesens,startcol) grepfields(filename,searchstring,casesens,startfield,fields) grepfields(filename,searchstring,casesens,startfield,fields,     machineformat) indx = grepfields(...)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Description</b>   | <p>grepfields(<i>filename</i>,<i>searchstring</i>) displays lines in the file that begin with the search string. The file must have fixed-length records with line endings.</p> <p>grepfields(<i>filename</i>,<i>searchstring</i>,<i>casesens</i>), with <i>casesens</i> 'matchcase', specifies a case-sensitive search. If omitted or 'none', the search string matches regardless of the case.</p> <p>grepfields(<i>filename</i>,<i>searchstring</i>,<i>casesens</i>,<i>startcol</i>) searches starting with the specified column. <i>startcol</i> is an integer between 1 and the bytes per record in the file. In this calling form, the file is regarded as a text file with line endings.</p> <p>grepfields(<i>filename</i>,<i>searchstring</i>,<i>casesens</i>,<i>startfield</i>,<i>fields</i>) searches within the specified field. <i>startfield</i> is an integer between 1 and the number of fields per record. The format of the file is described by the <i>fields</i> structure. See <code>readfields</code> for recognized fields structure entries. In this calling form, the file can be binary and lack line endings. The search is within <i>startfield</i>, which must be a character field.</p> <p>grepfields(<i>filename</i>,<i>searchstring</i>,<i>casesens</i>,<i>startfield</i>,<i>fields</i>,<i>machineformat</i>) opens the file with the specified machine format. <i>machineformat</i> must be recognized by <code>fopen</code>.</p> <p><code>indx = grepfields(...)</code> returns the record numbers of matched records instead of displaying them on screen.</p> |

## Examples

Write a binary file and read it:

```
fid = fopen('testbin','wb');
for i = 1:3
    fwrite(fid,['character' num2str(i) ],'char');
    fwrite(fid,i,'int8');
    fwrite(fid,[i i],'int16');
    fwrite(fid,i,'integer*4');
    fwrite(fid,i,'real*8');
end
fclose(fid);

fs(1).length = 10;fs(1).type = 'char';fs(1).name = 'field 1';
fs(2).length = 1;fs(2).type = 'int8';fs(2).name = 'field 2';
fs(3).length = 2;fs(3).type = 'int16';fs(3).name = 'field 3';
fs(4).length = 1;fs(4).type = 'integer*4';fs(4).name = 'field 4';
fs(5).length = 1;fs(5).type = 'float64';fs(5).name = 'field 5';
```

Find the record matching the string 'character2'. The record contains binary data, which cannot be properly displayed.

```
grepfields('testbin','character2','none',1,fs)
character2? ? ? ?@

indx = grepfields('testbin','character2','none',1,fs)
indx =
     2
```

Read the formatted file containing the following:

```
-----
character data 1  1  2  3 1e6 10D6

character data 2 11 22 33 2e6 20D6

character data 3111222333 3e6 30D6
-----
```

# grepfields

---

```
fs(1).length = 16;fs(1).type = 'char';fs(1).name = 'field 1';  
fs(2).length = 3;fs(2).type = '%3d';fs(2).name = 'field 2';  
fs(3).length = 1;fs(3).type = '%4g';fs(3).name = 'field 3';  
fs(4).length = 1;fs(4).type = '%5D'; fs(4).name = 'field 4';  
fs(5).length = 1;fs(5).type = 'char';fs(5).name = '';
```

Find the records that match at the beginning of the line.

```
grepfields('testfile1', 'character')  
character data 1 1 2 3 1e6 10D6  
character data 2 11 22 33 2e6 20D6  
character data 3111222333 3e6 30D6
```

```
grepfields('testfile1', 'character data 2')  
character data 2 11 22 33 2e6 20D6
```

Find the records that match, starting the search in column 11.

```
grepfields('testfile1', 'data 2', 'none', 11)  
character data 2 11 22 33 2e6 20D6
```

Search record number 1.

```
grepfields('testfile1', 'character data 2', 'none', 1, fs)  
character data 2 11 22 33 2e6 20D6
```

## Limitations

Searches are limited to fields containing character data.

## Tips

See `readfields` for a complete discussion of the format and contents of the `fields` argument.

## See Also

`readfields` | `fopen`

**Purpose**

Toggle and control display of graticule lines

**Syntax**

```
gridm
gridm('on')
gridm('off')
gridm('reset')
gridm(linespec)
gridm(MapAxesPropertyName, PropertyValue,...)
h = gridm(...)
```

**Description**

`gridm` toggles the display of a latitude-longitude graticule. The choice of meridians and parallels, as well as their graphics properties, depends on the property settings of the map axes.

`gridm('on')` creates the graticule, if it does not yet exist, and makes it visible.

`gridm('off')` makes the graticule invisible.

`gridm('reset')` redraws the graticule using the current map axes properties.

`gridm(linespec)` uses any valid *linespec* string to control the graphics properties of the lines in the graticule.

`gridm(MapAxesPropertyName, PropertyValue,...)` sets the appropriate graticule properties to the desired values. For a description of these property names and values, see the “Properties That Control the Grid” on page 1-59 section of the `axesm` reference page.

`h = gridm(...)` returns the handles of the graticule lines. If both parallels and meridians exist, then `h` is a two-element vector: `h(1)` is the handle to the line comprising the parallels, and `h(2)` is the handle to the line comprising the meridians.

**Tips**

- You can also create or alter map grid properties using the `axesm` or `setm` functions.
- By default the Clipping property is set to 'off'. Override this setting with the following code:

# gridm

---

```
hgrat = gridm('on');  
set(hgrat, 'Clipping', 'on')
```

## See Also

[axesm](#) | [setm](#)



**Purpose**

Display regular data grid as image

**Syntax**

```
grid2image(Z,R)
grid2image(Z,R,'PropertyName',PropertyValue,...)
h = grid2image(...)
```

**Description**

`grid2image(Z,R)` displays a regular data grid `Z` as an image. The image is displayed in unprojected form, with longitude as  $x$  and latitude as  $y$ , producing considerable distortion away from the Equator. `Z` can be  $M$ -by- $N$  or  $M$ -by- $N$ -by-3, and can contain double, uint8, or uint16 data. The grid is georeferenced to latitude-longitude by `R`, which can be a geographic raster reference object, a referencing vector, or a referencing matrix.

If `R` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)` and its `RasterInterpretation` must be 'cells'.

If `R` is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If `R` is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to/from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If `R` is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel.

`grid2image(Z,R,'PropertyName',PropertyValue,...)` uses the specified image properties to display the map. See the `image` function reference page for a list of properties that can be changed.

`h = grid2image(...)` returns the handle of the image object displayed.

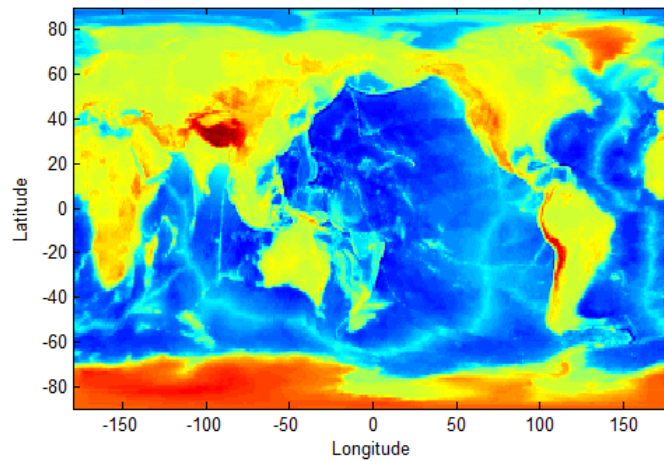
# grid2image

---

## Examples

Display a regular data grid as an image.

```
load topo
R = georasterref('RasterSize', size(topo), ...
    'Latlim', [-90 90], 'Lonlim', [0 360]);
figure; grid2image(topo, R)
```



## See Also

[image](#) | [mapshow](#) | [mapview](#) | [meshm](#) | [surfacem](#) | [surfm](#)

**Purpose**

Convert from Greenwich to equal area coordinates

**Syntax**

```
[x,y] = grn2eqa(lat,lon)
[x,y] = grn2eqa(lat,lon,origin)
[x,y] = grn2eqa(lat,lon,origin,ellipsoid)
[x,y] = grn2eqa(lat,lon,origin,units)
mat = grn2eqa(lat,lon,origin...)
```

**Description**

`[x,y] = grn2eqa(lat,lon)` converts the Greenwich coordinates `lat` and `lon` to the equal-area coordinate points `x` and `y`.

`[x,y] = grn2eqa(lat,lon,origin)` specifies the location in the Greenwich system of the  $x$ - $y$  origin (0,0). The two-element vector `origin` must be of the form `[latitude, longitude]`. The default places the origin at the Greenwich coordinates (0°,0°).

`[x,y] = grn2eqa(lat,lon,origin,ellipsoid)` specifies the ellipsoidal model of the figure of the Earth using `ellipsoid`. `ellipsoid` is a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form `[semimajor_axis eccentricity]`. The `ellipsoid` is spherical by default.

`[x,y] = grn2eqa(lat,lon,origin,units)` specifies the units for the inputs, where `units` is any valid angle units string. The default value is 'degrees'.

`mat = grn2eqa(lat,lon,origin...)` packs the outputs into a single variable.

The `grn2eqa` function converts data from Greenwich-based latitude-longitude coordinates to equal-area  $x$ - $y$  coordinates. The opposite conversion can be performed with `eqa2grn`.

**Examples**

```
lats = [56 34]; longs = [-140 23];
[x,y] = grn2eqa(lats,longs)
```

```
x =
    -2.4435    0.4014
y =
```

# grn2eqa

---

0.8290 0.5592

## See Also

eqa2grn | hista

**Purpose** Read Global Self-Consistent Hierarchical High-Resolution Shoreline

**Syntax**

```
S = gshhs(filename)
S = gshhs(filename, latlim, lonlim)
indexfilename = gshhs(filename, 'createindex')
```

**Description** `S = gshhs(filename)` reads GSHHS vector data for the entire world from `filename`. GSHHS files must have names of the form `gshhs_x.b`, `wdb_borders_x.b`, or `wdb_rivers_x.b`, where `x` is one of the letters `c`, `l`, `i`, `h` or `f`, corresponding to increasing resolution (and file size). The result returned in `S` is a polygon or line geographic data structure array (a *geostruct*, with 'Lat' and 'Lon' coordinate fields).

`S = gshhs(filename, latlim, lonlim)` reads a subset of the vector data from `filename`. The limits of the desired data are specified as two-element vectors of latitude, `latlim`, and longitude, `lonlim`, in degrees. The elements of `latlim` and `lonlim` must be in ascending order. Longitude limits range from `[-180 195]`. If `latlim` is empty the latitude limits are `[-90 90]`. If `lonlim` is empty, the longitude limits are `[-180 195]`.

`indexfilename = gshhs(filename, 'createindex')` creates an index file for faster data access when requesting a subset of a larger dataset. The index file has the same name as the GSHHS data file, but with the extension 'i', instead of 'b' and is written in the same folder as `filename`. The name of the index file is returned, but no coastline data are read. A call using this option should be followed by an additional call to `gshhs` to import actual data. On that and subsequent calls, `gshhs` detects the presence of the index file and uses it to access records by location much faster than it would without an index.

## Output Structure

The output structure **S** contains the following fields. All latitude and longitude values are in degrees.

| Field Name         | Field Contents                                                                                      |
|--------------------|-----------------------------------------------------------------------------------------------------|
| 'Geometry'         | 'Line' or 'Polygon'                                                                                 |
| 'BoundingBox'      | [minLon minLat; maxLon maxLat]                                                                      |
| 'Lon'              | Coordinate vector                                                                                   |
| 'Lat'              | Coordinate vector                                                                                   |
| 'South'            | Southern latitude boundary                                                                          |
| 'North'            | Northern latitude boundary                                                                          |
| 'West'             | Western longitude boundary                                                                          |
| 'East'             | Eastern longitude boundary                                                                          |
| 'Area'             | Area of polygon in square kilometers                                                                |
| 'Level'            | Scalar value ranging from 1 to 4, indicates level in topological hierarchy                          |
| 'LevelString'      | 'land', 'lake', 'island_in_lake', 'pond_in_island_in_lake', or ''                                   |
| 'NumPoints'        | Number of points in the polygon                                                                     |
| 'FormatVersion'    | Format version of data file. Positive integer for versions 3 and later; empty for versions 1 and 2. |
| 'Source'           | Source of data: 'WDBII' or 'WVS'                                                                    |
| 'CrossesGreenwich' | Scalar flag: true if the polygon crosses the prime meridian; false otherwise                        |
| 'GSHHS_ID'         | Unique polygon scalar id number, starting at 0                                                      |

For releases 2.0 and higher (FormatVersion 7 and higher), the following additional fields are included in the output structure:

| Field Name  | Field Contents                                                                                                      |
|-------------|---------------------------------------------------------------------------------------------------------------------|
| 'RiverLake' | Scalar flag: true if the polygon is the fat part of a major river and the Level value is set to 2; false otherwise. |
| 'AreaFull'  | Area of original full-resolution polygon in units $\frac{1}{10} km^2$ .                                             |
| 'Container' | ID of container polygon that encloses this polygon. Set to -1 to indicate none.                                     |
| 'Ancestor'  | ID of ancestor polygon in the full resolution set that was the source of this polygon. Set to -1 to indicate none.  |

For Release 2.2 and higher (FormatVersion 9 and higher) the following additional field is included in the output structure:

| Field Name        | Field Contents                                                          |
|-------------------|-------------------------------------------------------------------------|
| 'CrossesDateline' | Scalar flag: true if the polygon crosses the dateline; false otherwise. |

## Tips

- If you are extracting data within specified geographic limits and using data other than coarse resolution, consider creating an index file first. Also, to speed rendering when mapping very large amounts of data, you might want to plot the data as NaN-clipped lines rather than as patches.
- When you specify latitude-longitude limits, polygons that completely fall outside those limits are excluded, but no trimming of features that partially traverse the region is performed. If you want to eliminate data outside of a rectangular region of interest, you can use `maptrimp` with the `Lat` and `Lon` fields of the `geostruct` returned by `gshhs` to clip the data to your region and still maintain polygon topology.

- You can read the WDB rivers and borders datasets but the `LevelString` field will be empty. The `Level` values vary from feature to feature but the interpretations of these values are not documented as part of the GSHHS distribution and are therefore not converted to strings.
- The following examples use publicly available GSHHS data files that do not ship with the Mapping Toolbox software. For details on locating GSHHS data for download over the Internet, see the following documentation at the MathWorks® Web site: “Finding Geospatial Data”.

## Background

The Global Self-Consistent Hierarchical High-Resolution Shoreline was created by Paul Wessel of the University of Hawaii and Walter H.F. Smith of the NOAA Geosciences Lab. At the full resolution the data requires 85 MB uncompressed, but lower resolution versions are also provided. This database includes coastlines, major rivers, and lakes. The GSHHS data in various resolutions is available over the Internet from the National Oceanic and Atmospheric Administration, National Geophysical Data Center Web site.

Version 3 (Release 1.3) of the `gshhs_c.b` (coarse) data set ships with the toolbox in the `toolbox/map/mapdata` folder. For details, type

```
type gshhs_c.txt
```

at the MATLAB command prompt. The `gshhs` function has been qualified on GSHHS releases 1.1 through 2.1 (version 8). It should also be able to read newer versions, if they adhere to the same header format as releases 2.0 and 2.1.

## Examples

### Read entire coarse data set and display as coastline

Read the entire coarse data set (located on the MATLAB path in `matlabroot/toolbox/map/mapdata`).

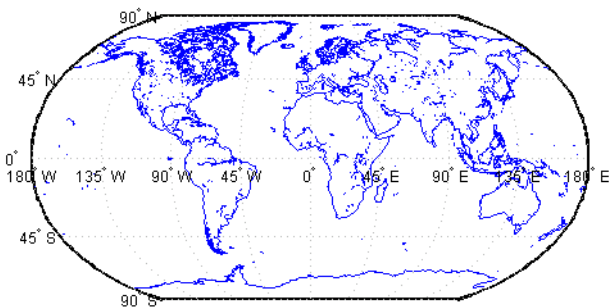
```
filename = gunzip('gshhs_c.b.gz', tempdir);  
world = gshhs(filename{1});
```



```
delete(filename{1})
```

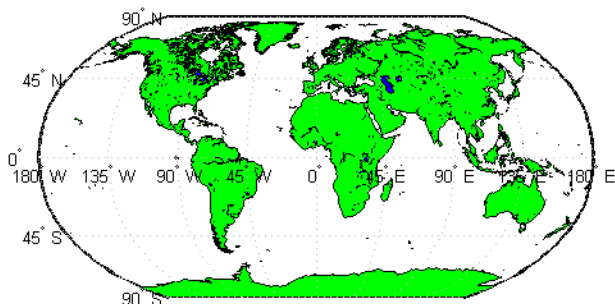
Display as a coastline.

```
figure  
worldmap world  
geoshow([world.Lat], [world.Lon])
```



Display each level in a different color.

```
levels = [world.Level];  
land = (levels == 1);  
lake = (levels == 2);  
island = (levels == 3);  
figure  
worldmap world  
geoshow(world(land), 'FaceColor', [0 1 0])  
geoshow(world(lake), 'FaceColor', [0 0 1])  
geoshow(world(island), 'FaceColor', [1 1 0])
```



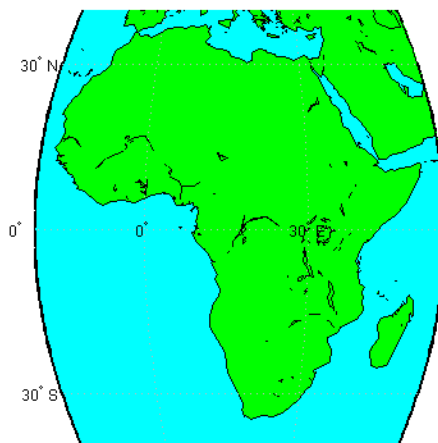
## Read and display Africa as a green polygon

Read the entire coarse data set, creating an index.

```
filename = gunzip('gshhs_c.b.gz', tempdir);  
indexname = gshhs(filename{1}, 'createindex');
```

Display Africa as a green polygon. Sort by descending level to keep smaller level 2-3 features on top. Note that gshhs detects and uses the index file automatically.

```
figure  
worldmap Africa  
projection = gcm;  
latlim = projection.maplatlimit;  
lonlim = projection.maplonlimit;  
africa = gshhs(filename{1}, latlim, lonlim);  
delete(filename{1})  
delete(indexname)  
% Sort by descending level  
[~,ix] = sort([africa.Level], 'descend');  
africa = africa(ix)  
geoshow(africa, 'FaceColor', 'green')  
setm(gca, 'FFaceColor', 'cyan')
```



### Example 2

Read the intermediate resolution database for South America:

```
s = gshhs('gshhs_i.b', [-60 -15], [-90 -30])
```

### Example 3

Read the full-resolution file for East and West Falkland Islands (Islas Malvinas):

```
s = gshhs('gshhs_f.b', [-55 -50], [-65 -55])
```

### Example 4

Create the index file for the high-resolution database:

```
gshhs('gshhs_h.b', 'createindex')
```

## See Also

[dcwdata](#) | [geoshow](#) | [maptrim](#) | [shaperead](#) | [vmap0data](#) | [worldmap](#)

# gtextm

---

**Purpose** Place text on map using mouse

**Syntax** `h = gtextm(string)`  
`h = gtextm(string,PropertyName,PropertyValue,...)`

**Description** `h = gtextm(string)` places the text object `string` at the position selected by mouse input. When this function is called, the current map axes are brought up and the cursor is activated for mouse-click position entry. The text object's handle is returned.

`h = gtextm(string,PropertyName,PropertyValue,...)` allows the specification of any properties supported by the MATLAB `text` function.

**Examples** Create map axes:

```
axesm('sinusoid','FEdgeColor','red')
gtextm('hello world','FontWeight','bold')
```

Click inside the frame and the text appears.

**See Also** `axesm` | `textm`

**Purpose**

Read 30-arc-second global digital elevation data (GTOPO30)

**Syntax**

```
[Z,refvec] = gtopo30(tilename)
[Z,refvec] = gtopo30(tilename,samplefactor)
[Z,refvec] = gtopo30(tilename,samplefactor,latlim,lonlim)
[Z,refvec] = gtopo30(foldername, ...)
```

**Description**

`[Z,refvec] = gtopo30(tilename)` reads the GTOPO30 tile specified by `tilename` and returns the result as a regular data grid. `tilename` is a string which does not include an extension and indicates a GTOPO30 tile in the current folder or on the MATLAB path. If `tilename` is empty or omitted, a file browser will open for interactive selection of the GTOPO30 header file. The data is returned at full resolution with the latitude and longitude limits determined from the GTOPO30 tile. The data grid, `Z`, is returned as an array of elevations. Elevations are given in meters above mean sea level using WGS84 as a horizontal datum. `refvec` is the associated referencing vector.

`[Z,refvec] = gtopo30(tilename,samplefactor)` reads a subset of the elevation data from `tilename`. `samplefactor` is a scalar integer, which when equal to 1 reads the data at its full resolution. When `samplefactor` is an integer `n` greater than one, every `n`th point is read. If `samplefactor` is omitted or empty, it defaults to 1.

`[Z,refvec] = gtopo30(tilename,samplefactor,latlim,lonlim)` reads a subset of the elevation data from `tilename` using the latitude and longitude limits `latlim` and `lonlim` specified in degrees. `latlim` is a two-element vector of the form:

```
[southern_limit northern_limit]
```

Likewise, `lonlim` has the form:

```
[western_limit eastern_limit]
```

If `latlim` and `lonlim` are omitted, the coordinate limits are determined from the file. The latitude and longitude limits are snapped outward to define the smallest possible rectangular grid of GTOPO30 cells that

fully encloses the area defined by the input limits. Any cells in this grid that fall outside the extent of the tile are filled with NaN.

`[Z,refvec] = gtopo30(foldername, ...)` is similar to the syntaxes above except that GTOPO30 data are read and concatenated from multiple tiles within a GTOPO30 CD-ROM or folder structure. The `foldername` input is a string with the name of the folder which contains the GTOPO30 tile folders or GTOPO30 tiles. Within the tile folders are the uncompressed data files. The `foldername` for CD-ROMs distributed by the USGS is the device name of the CD-ROM drive. As with the case with a single tile, any cells in the grid specified by `latlim` and `lonlim` are NaN filled if they are not covered by a tile within `foldername`. `samplefactor` if omitted or empty defaults to 1. `latlim` if omitted or empty defaults to `[-90 90]`. `lonlim` if omitted or empty defaults to `[-180 180]`.

For details on locating GTOPO30 data for download over the Internet, see “Finding Geospatial Data”.

## Examples

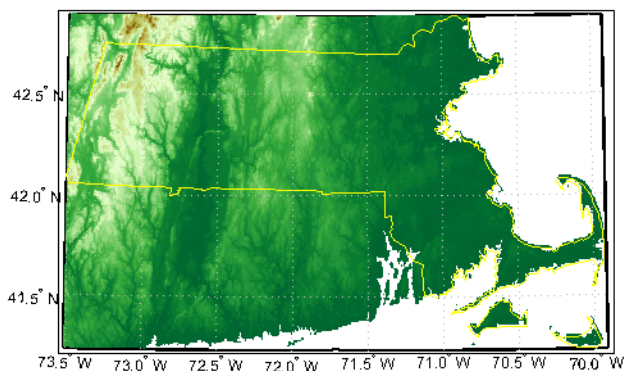
### Example 1

Extract and display full resolution data for the state of Massachusetts:

```
% Read the stateline polygon boundary and calculate boundary limits.
Massachusetts = shaperead('usastatehi','UseGeoCoords',true, ...
    'Selector',{@(name) strcmpi(name,'Massachusetts'),'Name'});
latlim = [min(Massachusetts.Lat(:)) max(Massachusetts.Lat(:))];
lonlim = [min(Massachusetts.Lon(:)) max(Massachusetts.Lon(:))];

% Read the GTOPO30 data at full resolution.
[Z,refvec] = gtopo30('W100N90',1,latlim,lonlim);

% Display the data grid and overlay the stateline boundary.
figure
usamap(Z,refvec);
geoshow(Z,refvec,'DisplayType','surface')
demcmap(Z)
geoshow(Massachusetts,'DisplayType','polygon',...
    'facecolor','none','edgecolor','y')
```

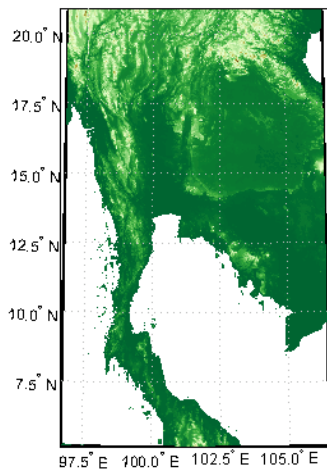


### Example 2

```
% Extract every 20th point from a tile.
% Provide an empty filename and select the file interactively.
[Z,refvec] = gtopo30([],20);
```

### Example 3

```
% Extract data for Thailand, an area which straddles two tiles.
% The data is on CD number 3 distributed by the USGS.
% The CD-device is 'F:\'
latlim = [5.22 20.90];
lonlim = [96.72 106.38];
gtopo30s(latlim,lonlim)
% Extract every fifth data point for Thailand.
% Specify actual folder or mapped drive if not "F:\'
[Z,refvec] = gtopo30('F:\',5,latlim,lonlim);
worldmap(Z,refvec);
geoshow(Z,refvec,'DisplayType','surface')
demcmap(Z)
```



## Example 4

```
% Extract every 10th point from a column of data 5 degrees around  
% the prime meridian. The current folder contains GTOP030 data.  
[Z,refvec] = gtopo30(pwd,10,[],[-5 5]);
```

## See Also

[gtopo30s](#) | [globedem](#) | [dted](#) | [satbath](#) | [tbase](#) | [usgsdem](#)



**Purpose** GTOPO30 data filenames for latitude-longitude quadrangle

**Syntax** `tileNames = gtopo30s(latlim,lonlim)`  
`tileNames = gtopo30s(lat,lon)`

**Description** `tileNames = gtopo30s(latlim,lonlim)` returns a cell array of the tile names covering the geographic region for GTOPO30 digital elevation maps (also referred to as “30-arc second” DEMs). `latlim` and `lonlim` specify the region as two-element vectors of latitude and longitude limits in units of degrees.

`tileNames = gtopo30s(lat,lon)` returns a cell array of the tile names covering the geographic region for GTOPO30 digital elevation maps. `lat` and `lon` specify the region as scalar latitude and longitude points.

**See Also** `gtopo30`

# handlem

---

**Purpose** Handles of displayed map objects

**Syntax**

```
handlem
handlem('taglist')
handlem('prompt')
h = handlem(object)
h = handlem(tagstr)
h = handlem( __ , axesh)
h = handlem( __ , axesh, 'searchmethod')
h = handlem(handles)
```

**Description** handlem displays a dialog box for selecting objects that have their Tag property set.

handlem('taglist') displays a dialog box for selecting objects that have their Tag property set.

handlem('prompt') displays a dialog box for selecting objects based on the object strings listed below.

h = handlem(object) returns the handles of those objects in the current axes specified by the input string, *object*. The options for the *object* string are defined by the following list:

|               |                                      |
|---------------|--------------------------------------|
| 'all'         | All children                         |
| 'clabel'      | Contour labels                       |
| 'contour'     | hgggroups containing contours        |
| 'fillcontour' | hgggroups containing filled contours |
| 'frame'       | Map frame                            |
| 'grid'        | Map grid lines                       |
| 'hgggroup'    | All hgggroup objects                 |
| 'hidden'      | Hidden objects                       |
| 'image'       | Untagged image objects               |
| 'light'       | Untagged light objects               |

|              |                                                      |
|--------------|------------------------------------------------------|
| 'line'       | Untagged line objects                                |
| 'map'        | All objects on the map, excluding the frame and grid |
| 'meridian'   | Longitude grid lines                                 |
| 'mlabel'     | Longitude labels                                     |
| 'parallel'   | Latitude grid lines                                  |
| 'plabel'     | Latitude labels                                      |
| 'patch'      | Untagged patch objects                               |
| 'scaleruler' | Scaleruler objects                                   |
| 'surface'    | Untagged surface objects                             |
| 'text'       | Untagged text objects                                |
| 'tissot'     | Tissot indicatrices                                  |
| 'visible'    | Visible objects                                      |

`h = handlem(tagstr)` returns the handles for any objects whose tags match the string `tagstr`.

`h = handlem(__, axesh)` searches within the axes specified by the input handle `axesh`.

`h = handlem(__, axesh, 'searchmethod')` controls the method used to match the object input. If omitted, 'exact' is assumed. Search method 'strmatch' searches for matches that start at the beginning of the tag. Search method 'findstr' searches anywhere within the tag for the object string.

`h = handlem(handles)` returns those elements of an input vector of handles that are still valid.

A prefix of 'all' may be applied to strings defining a Handle Graphics® object type (text, line, patch, light, surface, or image) to find all object handles that meet the type criteria (for example, 'allimage'). Without the 'all' prefix, only handles with an empty tag are returned.

# handlem

---

## See Also

[findobj](#)

**Purpose** Hide specified graphic objects on map axes

**Syntax** `hidem`  
`hidem(handle)`  
`hidem(object)`

**Description** `hidem` brings up a dialog box for selecting the objects to hide (set their `Visible` property to 'off').

`hidem(handle)` hides the objects specified by a vector of handles.

`hidem(object)` hides those objects specified by the `object` string, which can be any string recognized by the `handlem` function.

**See Also** `clma` | `clmo` | `handlem` | `namem` | `showm` | `tagm`

# hista

---

**Purpose** Histogram for geographic points with equal-area bins

**Syntax**

```
[lat,lon,num] = hista(lats,lons)
[lat,lon,num] = hista(lats,lons,binarea)
[lat,lon,num] = hista(lats,lons,binarea,ellipsoid)
[lat,lon,num] = hista(lats,lons,binarea,units)
```

**Description** [lat,lon,num] = hista(lats,lons) returns the center coordinates of equal-area bins and the number of observations falling in each based on the geographically distributed input data.

[lat,lon,num] = hista(lats,lons,binarea) specifies the equal-area bin size, in square kilometers. It is 100 km<sup>2</sup> by default.

[lat,lon,num] = hista(lats,lons,binarea,ellipsoid) specifies the shape of the Earth using ellipsoid, which can be a referenceSphere, referenceEllipsoid, or oblateSpheroid object, or a vector of the form [semimajor\_axis eccentricity]. The default ellipsoid model is a unit sphere.

[lat,lon,num] = hista(lats,lons,binarea,units) specifies the standard angle unit string. The default value is 'degrees'.

## Examples

Create random data:

```
lats = rand(4)
```

```
lats =
    0.4451    0.8462    0.8381    0.8318
    0.9318    0.5252    0.0196    0.5028
    0.4660    0.2026    0.6813    0.7095
    0.4186    0.6721    0.3795    0.4289
```

```
longs = rand(4)
```

```
longs =
    0.3046    0.3028    0.3784    0.4966
    0.1897    0.5417    0.8600    0.8998
```

```
0.1934 0.1509 0.8537 0.8216
0.6822 0.6979 0.5936 0.6449
```

Bin the data in 50-by-50 km cells (2500 sq km):

```
[lat,lon,num] = hista(lats,longs,2500);
[lat lon num]
```

```
ans =
    0.2574    0.3757    4.0000
    0.7070    0.3757    5.0000
   -0.1923    0.8253    1.0000
    0.2573    0.8253    2.0000
    0.7070    0.8254    4.0000
```

**See Also**

[eqa2grn](#) | [grn2eqa](#) | [histr](#)

# histr

---

**Purpose** Histogram for geographic points with equirectangular bins

**Syntax**

```
[lat,lon,num,wnum] = histr(lats,lons)
[lat,lon,num,wnum] = histr(lats,lons,units)
[lat,lon,num,wnum] = histr(lats,lons,bindensty)
```

**Description** `[lat,lon,num,wnum] = histr(lats,lons)` returns the center coordinates of equal-rectangular bins and the number of observations, `num`, falling in each based on the geographically distributed input data. Additionally, an area-weighted observation value, `wnum`, is returned. `wnum` is the bin's `num` divided by its normalized area. The largest bin has the same `num` and `wnum`; a smaller bin has a larger `wnum` than `num`.

`[lat,lon,num,wnum] = histr(lats,lons,units)` specifies the standard angle unit string. The default value is 'degrees'.

`[lat,lon,num,wnum] = histr(lats,lons,bindensty)` sets the number of bins per angular unit. For example, if `units` is 'degrees', a `bindensty` of 10 would be 10 bins per degree of latitude or longitude, resulting in 100 bins per *square* degree. The default is one cell per angular unit.

The `histr` function sorts geographic data into equirectangular bins for histogram purposes. Equirectangular in this context means that each bin has the same angular measurement on each side (e.g., 1°-by-1°). Consequently, the result is not an equal-area histogram. The `hista` function provides that capability. However, the results of `histr` can be weighted by their area bias to correct for this, in some sense.

**Examples** Create random data:

```
lats = rand(4)
```

```
lats =
    0.4451    0.8462    0.8381    0.8318
    0.9318    0.5252    0.0196    0.5028
    0.4660    0.2026    0.6813    0.7095
    0.4186    0.6721    0.3795    0.4289
```



```
longs = rand(4)
```

```
longs =
```

```
    0.3046    0.3028    0.3784    0.4966  
    0.1897    0.5417    0.8600    0.8998  
    0.1934    0.1509    0.8537    0.8216  
    0.6822    0.6979    0.5936    0.6449
```

Bin the data in 0.5-by-0.5 degree cells (two bins per degree):

```
[lat,lon,num,wnum] = histr(lats,longs,2);  
[lat,lon,num,wnum]
```

```
ans =
```

```
    0.2500    0.2500    3.0000    3.0000  
    0.7500    0.2500    4.0000    4.0003  
    0.2500    0.7500    4.0000    4.0000  
    0.7500    0.7500    5.0000    5.0004
```

The bins centered at 0.75°N are slightly smaller in area than the others. wnum reflects the relative count per normalized unit area.

## See Also

`filterm` | `hista`

# imbedm

---

**Purpose** Encode data points into regular data grid

**Syntax**

```
Z = imbedm(lat, lon, value, Z, R)
Z = imbedm(lat, lon, value, Z, R, units)
[Z, indxPointOutsideGrid] = imbedm(...)
```

**Description** `Z = imbedm(lat, lon, value, Z, R)` resets certain entries of a regular data grid, `Z`. `R` can be a geographic raster reference object, a referencing vector, or a referencing matrix.

If `R` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If `R` is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If `R` is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to or from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If `R` is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. Nearest-neighbor interpolation is used by default. NaN is returned for points outside the grid limits or for which `lat` or `lon` contain NaN. All angles are in units of degrees.

`Z = imbedm(lat, lon, value, Z, R, units)` specifies the units of the vectors `lat` and `lon`, where *units* is any valid angle units string ('degrees' by default).

`[Z, indxPointOutsideGrid] = imbedm(...)` returns the indices of `lat` and `lon` corresponding to points outside the grid in the variable `indxPointOutsideGrid`.

**Examples**

Create a simple grid map and embed new values in it:

```
Z = ones(3,6)
```

```
Z =
```

```
    1    1    1    1    1    1
    1    1    1    1    1    1
    1    1    1    1    1    1
```

```
refvec = [1/60 90 -180]
```

```
refvec =
```

```
    0.0167    90.0000 -180.0000
```

```
newgrid = imbedm([23 -23], [45 -45],[5 5],Z,refvec)
```

```
newgrid =
```

```
    1    1    1    1    1    1
    1    1    5    5    1    1
    1    1    1    1    1    1
```

**See Also**

```
1t1n2val | setpostn
```

# ind2rgb8

---

**Purpose** Convert indexed image to uint8 RGB image

**Syntax** `RGB = ind2rgb8(X,cmap)`

**Description** `RGB = ind2rgb8(X,cmap)` creates an RGB image of class `uint8`. `X` must be `uint8`, `uint16`, or `double`, and `cmap` must be a valid MATLAB colormap.

**Examples**

```
% Convert the 'concord_ortho_e.tif' image to RGB.
[X, cmap] = imread('concord_ortho_e.tif');
RGB = ind2rgb8(X, cmap);
R = worldfileread('concord_ortho_e.tfw');
mapshow(RGB, R);
```

**See Also** `ind2rgb`

**Purpose**

True for points inside or on lat-lon quadrangle

**Syntax**

`tf = ingeoquad(lat, lon, latlim, lonlim)`

**Description**

`tf = ingeoquad(lat, lon, latlim, lonlim)` returns an array `tf` that has the same size as `lat` and `lon`. `tf(k)` is true if and only if the point `lat(k)`, `lon(k)` falls within or on the edge of the geographic quadrangle defined by `latlim` and `lonlim`. `latlim` is a vector of the form `[southern-limit northern-limit]`, and `lonlim` is a vector of the form `[western-limit eastern-limit]`. All angles are in units of degrees.

**Examples**

- 1 Load and display a digital elevation model (DEM) including the Korean Peninsula:

```
korea = load('korea');
R = refvecToGeoRasterReference(korea.refvec, size(korea.map));
figure('Color','white')
worldmap([20 50],[90 150])
geoshow(korea.map, R, 'DisplayType', 'texturemap');
demcmap(korea.map)
```

- 2 Outline the quadrangle containing the DEM:

```
[outlineLat, outlineLon] = outlinegeoquad(R.Latlim, ...
    R.Lonlim, 90, 5);
geoshow(outlineLat,outlineLon,'DisplayType','line', ...
    'Color','black')
```

- 3 Generate a track that crosses the DEM:

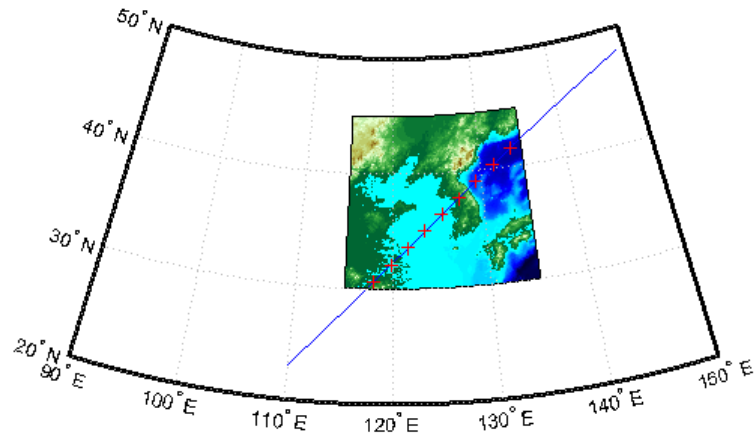
```
[lat, lon] = track2(23, 110, 48, 149, [1 0], 'degrees', 20);
geoshow(lat, lon, 'DisplayType', 'line')
```

- 4 Identify and mark points on the track that fall within the quadrangle outlining the DEM:

# ingeoquad

---

```
tf = ingeoquad(lat, lon, R.Latlim, R.Lonlim);  
geoshow(lat(tf), lon(tf), 'DisplayType', 'point')
```



## See Also

[inpolygon](#) | [intersectgeoquad](#)

- Purpose** Intersection of two latitude-longitude quadrangles
- Syntax** `[latlim, lonlim] = intersectgeoquad(latlim1, lonlim1, latlim2, lonlim2)`
- Description** `[latlim, lonlim] = intersectgeoquad(latlim1, lonlim1, latlim2, lonlim2)` computes the intersection of the quadrangle defined by the latitude and longitude limits `latlim1` and `lonlim1`, with the quadrangle defined by the latitude and longitude limits `latlim2` and `lonlim2`. `latlim1` and `latlim2` are two-element vectors of the form `[southern-limit northern-limit]`. Likewise, `lonlim1` and `lonlim2` are two-element vectors of the form `[western-limit eastern-limit]`. All input and output angles are in units of degrees. The intersection results are given in the output arrays `latlim` and `lonlim`. Given an arbitrary pair of input quadrangles, there are three possible results:
- 1** *The quadrangles fail to intersect.* In this case, both `latlim` and `lonlim` are empty arrays.
  - 2** *The intersection consists of a single quadrangle.* In this case, `latlim` (like `latlim1` and `latlim2`) is a two-element vector that has the form `[southern-limit northern-limit]`, where `southern-limit` and `northern-limit` represent scalar values. `lonlim` (like `lonlim1` and `lonlim2`), is a two-element vector that has the form `[western-limit eastern-limit]`, with a pair of scalar limits.
  - 3** *The intersection consists of a pair of quadrangles.* This can happen when longitudes wrap around such that the eastern end of one quadrangle overlaps the western end of the other and vice versa. For example, if `lonlim1 = [-90 90]` and `lonlim2 = [45 -45]`, there are two intervals of overlap: `[-90 -45]` and `[45 90]`. These limits are returned in `lonlim` in separate rows, forming a 2-by-2 array. In our example (assuming that the latitude limits overlap), `lonlim` would equal `[-90 -45; 45 90]`. It still has the form `[western-limit eastern-limit]`, but `western-limit` and `eastern-limit` are 2-by-1 rather than scalar. The two output quadrangles have the same latitude limits, but these are replicated so that `latlim` is also 2-by-2.

# intersectgeoquad

---

To continue the example, if `latlim1 = [0 30]` and `latlim2 = [20 50]`, `latlim` equals `[20 30; 20 30]`. The form is still `[southern-limit northern-limit]`, but in this case `southern-limit` and `northern-limit` are 2-by-1.

## Tips

`latlim1` and `latlim2` should normally be given in order of increasing numerical value. No error will result if, for example, `latlim1(2) < latlim1(1)`, but the outputs will both be empty arrays.

No such restriction applies to `lonlim1` and `lonlim2`. The first element is always interpreted as the western limit, even if it exceeds the second element (the eastern limit). Furthermore, `intersectgeoquad` correctly handles whatever longitude-wrapping convention may have been applied to `lonlim1` and `lonlim2`.

In terms of output, `intersectgeoquad` wraps `lonlim` such that all elements fall in the closed interval `[-180 180]`. This means that if (one of) the output quadrangle(s) crosses the 180° meridian, its western limit exceeds its eastern limit. The result would be such that

```
lonlim(2) < lonlim(1)
```

if the intersection comprises a single quadrangle or

```
lonlim(k,2) < lonlim(k,1)
```

where `k` equals 1 or 2 if the intersection comprises a pair of quadrangles.

If `abs(diff(lonlim1))` or `abs(diff(lonlim2))` equals 360, its quadrangle is interpreted as a latitudinal zone that fully encircles the planet, bounded only by one parallel on the south and another parallel on the north. If two such quadrangles intersect, `lonlim` is set to `[-180 180]`.

If you want to display geographic quadrangles generated by this function or any other which are more than one or two degrees in extent, they may not follow curved meridians and parallels very well. The degree of departure depends on the extent of the quadrangle, the map projection, and the map scale. In such cases, you can interpolate



intermediate vertices along quadrangle edges with the `outlinegeoquad` function.

## Examples

### Example 1

Nonintersecting quadrangles:

```
[latlim, lonlim] = intersectgeoquad( ...  
                                [-40 -60], [-180 180], [40 60], [-180 180])  
latlim =  
    []  
  
lonlim =  
    []
```

### Example 2

Intersection is a single quadrangle:

```
[latlim, lonlim] = intersectgeoquad( ...  
                                [-40 60], [-120 45], [-60 40], [160 -75])  
  
latlim =  
    -40    40  
  
lonlim =  
    -120   -75
```

### Example 3

Intersection is a pair of quadrangles:

```
[latlim, lonlim] = intersectgeoquad( ...  
                                [-30 90], [-10 -170], [-90 30], [170 10])  
  
latlim =  
    -30    30  
    -30    30
```

# intersectgeoquad

---

```
lonlim =  
    -10    10  
    170  -170
```

## Example 4

Inputs and output fully encircle the planet:

```
[latlim, lonlim] = intersectgeoquad( ...  
                                [-30 90],[-180 180],[-90 30],[0 360])
```

```
latlim =  
    -30    30
```

```
lonlim =  
   -180   180
```

## Example 5

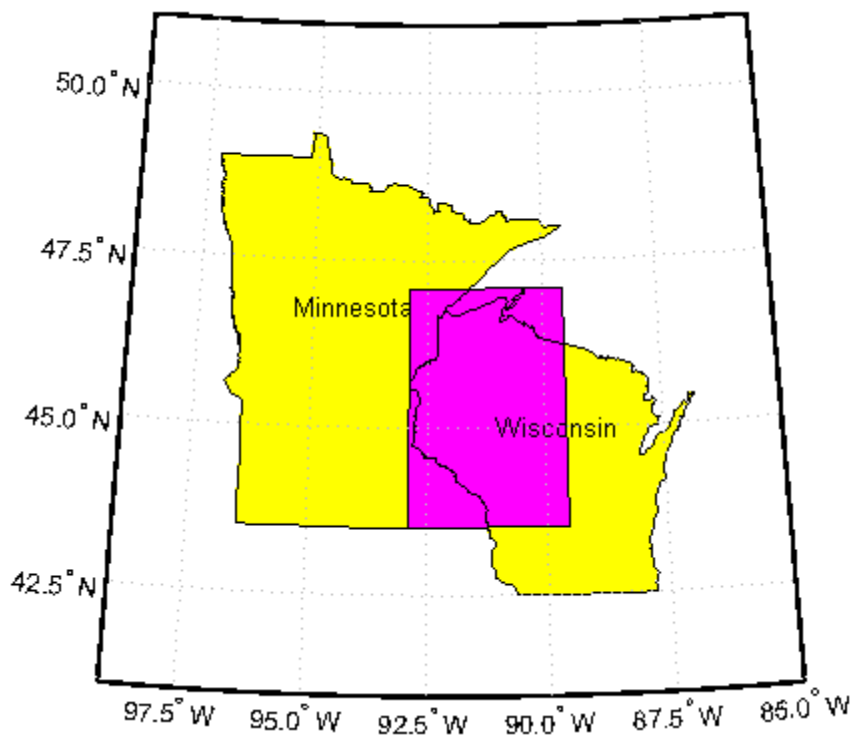
Find and map the intersection of the bounding boxes of adjoining U.S. states:

```
usamap({'Minnesota','Wisconsin'})  
S = shaperead('usastatehi','UseGeoCoords',true,'Selector',...  
    {@(name) any(strcmp(name,{'Minnesota','Wisconsin'})), 'Name'});  
geoshow(S, 'FaceColor', 'y')  
textm([S.LabelLat], [S.LabelLon], {S.Name},...  
    'HorizontalAlignment', 'center')  
latlimMN = S(1).BoundingBox(:,2)'  
  
latlimMN =  
    43.4995    49.3844  
  
lonlimMN = S(1).BoundingBox(:,1)'  
  
lonlimMN =  
   -97.2385   -89.5612
```

```
latlimWI = S(2).BoundingBox(:,2)'  
  
latlimWI =  
    42.4918    47.0773  
  
lonlimWI = S(2).BoundingBox(:,1)'  
  
lonlimWI =  
   -92.8892   -86.8059  
  
[latlim lonlim] = ...  
    intersectgeoquad(latlimMN, lonlimMN, latlimWI, lonlimWI)  
  
latlim =  
    43.4995    47.0773  
  
lonlim =  
   -92.8892   -89.5612  
  
geoshow(latlim([1 2 2 1 1]), lonlim([1 1 2 2 1]), ...  
    'DisplayType','polygon','FaceColor','m')
```

# intersectgeoquad

---



## See Also

[ingeoquad](#) | [outlinegeoquad](#)

---

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|--------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Latitudes and longitudes of mouse-click locations                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Syntax</b>      | <pre>[lat, lon] = inputm [lat, lon] = inputm(n) [lat, lon] = inputm(n,h) [lat, lon, button] = inputm(n) MAT = inputm(...)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Description</b> | <p><code>[lat, lon] = inputm</code> returns the latitudes and longitudes in geographic coordinates of points selected by mouse clicks on a displayed grid. The point selection continues until the return key is pressed.</p> <p><code>[lat, lon] = inputm(n)</code> returns <code>n</code> points specified by mouse clicks.</p> <p><code>[lat, lon] = inputm(n,h)</code> prompts for points from the map axes specified by the handle <code>h</code>. If omitted, the current axes (<code>gca</code>) is assumed.</p> <p><code>[lat, lon, button] = inputm(n)</code> returns a third result, <code>button</code>, that contains a vector of integers specifying which mouse button was used (1,2,3 from left) or ASCII numbers if a key on the keyboard was used.</p> <p><code>MAT = inputm(...)</code> returns a single matrix, where <code>MAT = [lat lon]</code>.</p> |
| <b>Tips</b>        | <p><code>inputm</code> works much like the standard MATLAB <code>ginput</code>, except that the returned values are latitudes and longitudes extracted from the projection, rather than axes <math>x</math>-<math>y</math> coordinates. If you click outside of the projection bounds (beyond the map frame in the corners of a Robinson projection, for example), no coordinates are returned for that location.</p> <p><code>inputm</code> cannot be used with a 3-D display, including those created using <code>globe</code>.</p>                                                                                                                                                                                                                                                                                                                                      |
| <b>See Also</b>    | <code>gcpmap</code>   <code>ginput</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

# interp

---

**Purpose**           Densify latitude-longitude sampling in lines or polygons

**Syntax**           [latout,lonout] = interp<sub>m</sub>(lat,lon,maxdiff)  
                  [latout,lonout] = interp<sub>m</sub>(lat,lon,maxdiff,*method*)  
                  [latout,lonout] = interp<sub>m</sub>(lat,lon,maxdiff,*method*,units)

**Description**       [latout,lonout] = interp<sub>m</sub>(lat,lon,maxdiff) fills in any gaps in latitude (*lat*) or longitude (*lon*) data vectors that are greater than a defined tolerance *maxdiff* apart in either dimension. The angle units of the three inputs need not be specified, but they must be identical. *latout* and *lonout* are the new latitude and longitude data vectors, in which any gaps larger than *maxdiff* in the original vectors have been filled with additional points. The default method of interpolation used by *interp<sub>m</sub>* is linear.

[latout,lonout] = interp<sub>m</sub>(lat,lon,maxdiff,*method*) interpolates between vector data coordinate points using a specified interpolation method. Valid interpolation method strings are 'gc' for great circle, 'rh' for rhumb line, and 'lin' for linear interpolation.

[latout,lonout] = interp<sub>m</sub>(lat,lon,maxdiff,*method*,units) specifies the units used, where *units* is any valid angle units string. The default is 'degrees'.

**Examples**           lat = [1 2 4 5]; lon = [7 8 9 11];  
                  [latout,lonout] = interp<sub>m</sub>(lat,lon,1);  
                  [latout lonout]

```
ans =  
    1.0000    7.0000  
    2.0000    8.0000  
    3.0000    8.5000  
    4.0000    9.0000  
    4.5000   10.0000  
    5.0000   11.0000
```

**See Also**           intrplat | intrplon

**Purpose** Interpolate latitude at given longitude

**Syntax**

```
newlat = intrplat(long,lat,newlong)
newlat = intrplat(long,lat,newlong,method)
newlat = intrplat(long,lat,newlong,method,units)
```

**Description** `newlat = intrplat(long,lat,newlong)` returns an interpolated latitude, `newlat`, corresponding to a longitude `newlong`. `long` must be a monotonic vector of longitude values. The actual entries must be monotonic; that is, the longitude vector `[350 357 3 10]` is not allowed even though the geographic *direction* is unchanged (use `[350 357 363 370]` instead). `lat` is a vector of the latitude values paired with each entry in `long`.

`newlat = intrplat(long,lat,newlong,method)` specifies the method of interpolation employed, listed in the table below.

| Method   | Description                                                              |
|----------|--------------------------------------------------------------------------|
| 'linear' | Linear, or Cartesian, interpolation (default)                            |
| 'pchip'  | Piecewise cubic Hermite interpolation                                    |
| 'rh'     | Returns interpolated points that lie on rhumb lines between input data   |
| 'gc'     | Returns interpolated points that lie on great circles between input data |

`newlat = intrplat(long,lat,newlong,method,units)` specifies the units used, where `units` is any valid angle units string. The default is 'degrees'.

The function `intrplat` is a geographic data analogy of the standard MATLAB function `interp1`.

**Examples** Compare the results of the various methods:

```
lats = [25 45]; longs = [30 60];
newlat = intrplat(longs,lats,45,'linear')
```

# intrplat

---

```
newlat =  
    35  
  
newlat = intrplat(longs,lats,45,'rh')  
  
newlat =  
    35.6213  
  
newlat = intrplat(longs,lats,45,'gc')  
  
newlat =  
    37.1991
```

## Tips

There are separate functions for interpolating latitudes and longitudes, for although the cases are identical when using those methods supported by `interp1`, when latitudes and longitudes are treated like the spherical angles they are (using `'rh'` or `'gc'`), the results are different. Compare the example above to the example under `intrplon`, which reverses the values of latitude and longitude.

## See Also

`interp` | `intrplon`



**Purpose** Interpolate longitude at given latitude

**Syntax**

```
newlon = intrplon(lat,lon,newlat)
newlon = intrplon(lat,lon,newlat,method)
newlon = intrplon(lat,lon,newlat,method,units)
```

**Description** `newlon = intrplon(lat,lon,newlat)` returns an interpolated longitude, `newlon`, corresponding to a latitude `newlat`. `lat` must be a monotonic vector of longitude values. `lon` is a vector of the longitude values paired with each entry in `lat`.

`newlon = intrplon(lat,lon,newlat,method)` specifies the method of interpolation employed, listed in the table below.

| Method   | Description                                                              |
|----------|--------------------------------------------------------------------------|
| 'linear' | Linear, or Cartesian, interpolation (default)                            |
| 'pchip'  | Piecewise cubic Hermite interpolation                                    |
| 'rh'     | Returns interpolated points that lie on rhumb lines between input data   |
| 'gc'     | Returns interpolated points that lie on great circles between input data |

`newlon = intrplon(lat,lon,newlat,method,units)` specifies the units used, where `units` is any valid angle units string. The default is 'degrees'.

The function `intrplon` is a geographic data analogy of the MATLAB function `interp1`.

**Examples** Compare the results of the various methods:

```
long = [25 45]; lat = [30 60];
newlon = intrplon(lat,long,45,'linear')
```

```
newlon =
    35
```

# intrplon

---

```
newlon = intrplon(lat,long,45,'rh')
```

```
newlon =  
    33.6515
```

```
newlon = intrplon(lat,long,45,'gc')
```

```
newlon =  
    32.0526
```

## Tips

There are separate functions for interpolating latitudes and longitudes, for although the cases are identical when using those methods supported by `interp1`, when latitudes and longitudes are treated like the spherical angles they are (using 'rh' or 'gc'), the results are different. Compare the previous example to the example under `intrplat`, which reverses the values of latitude and longitude.

## See Also

`interp1` | `intrplat`

|                         |                                                                                                                                                                                                                                                                                                                                                                                       |
|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | True if string matches degree and false if radian                                                                                                                                                                                                                                                                                                                                     |
| <b>Syntax</b>           | <code>tf = map.geodesy.isDegree(angleUnit)</code>                                                                                                                                                                                                                                                                                                                                     |
| <b>Description</b>      | <code>tf = map.geodesy.isDegree(angleUnit)</code> returns true if <code>angleUnit</code> is a partial match for 'degree' (or 'degrees') and false if <code>angleUnit</code> is a partial match for 'radian' (or 'radians'). If <code>angleUnit</code> matches neither 'degrees' or 'radians', <code>map.geodesy.isDegree</code> returns an error.                                     |
| <b>Input Arguments</b>  | <p><b>angleUnit - Angle unit value</b><br/>'degree'   'radian'</p> <p>Angle unit value, specified as the character strings 'degree' or 'radian'.</p> <p><b>Data Types</b><br/>char</p>                                                                                                                                                                                                |
| <b>Output Arguments</b> | <p><b>tf - True/false flag indicating if a match was found</b><br/>logical scalar</p> <p>True/false flag indicating if a match was found, returned as a logical scalar.</p>                                                                                                                                                                                                           |
| <b>Examples</b>         | <p><b>Test Inputs to a Function for Validity Before Processing</b></p> <p>Create a function to calculate a cosine. In the function, use <code>map.geodesy.isDegree</code> to check the validity of the inputs.</p> <pre>function y = cosine(x, angleUnit) % X can be in either degrees or radians  if map.geodesy.isDegree(angleUnit)     y = cosd(x); else     y = cos(x); end</pre> |



**Purpose** True for axes with map projection

**Syntax**  
`mflag = ismap`  
`mflag = ismap(hndl)`  
`[mflag,msg] = ismap(hndl)`

**Description** `mflag = ismap` returns a 1 if the current axes is a map axes, and 0 otherwise.

`mflag = ismap(hndl)` specifies the handle of the axes to be tested.

`[mflag,msg] = ismap(hndl)` returns a string message if the axes is not a map axes, specifying why not.

The `ismap` function tests an axes object to determine whether it is a map axes.

**See Also** `gcm` | `ismapped`

# ismapped

---

**Purpose** True, if object is projected on map axes

**Syntax**  
`mflag = ismapped`  
`mflag = ismapped(hndl)`  
`[mflag,msg] = ismapped(hndl)`

**Description** `mflag = ismapped` returns a 1 if the current object is projected on a map axes, and 0 otherwise.

`mflag = ismapped(hndl)` specifies the handle of the object to be tested.

`[mflag,msg] = ismapped(hndl)` returns a string message if the axes is not projected on a map axes, specifying why not.

The `ismapped` function tests an object to determine whether it is projected on map axes.

**See Also** `gcm` | `ismap`

|                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>       | True if polygon vertices are in clockwise order                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Syntax</b>        | <code>tf = ispolycw(x, y)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Description</b>   | <p><code>tf = ispolycw(x, y)</code> returns true if the polygonal contour vertices represented by <code>x</code> and <code>y</code> are ordered in the clockwise direction. <code>x</code> and <code>y</code> are numeric vectors with the same number of elements.</p> <p>Alternatively, <code>x</code> and <code>y</code> can contain multiple contours, either in NaN-separated vector form or in cell array form. In that case, <code>ispolycw</code> returns a logical array containing one true or false value per contour.</p> <p><code>ispolycw</code> always returns true for polygonal contours containing two or fewer vertices.</p> <p>Vertex ordering is not well defined for self-intersecting polygonal contours. For such contours, <code>ispolycw</code> returns a result based on the order of vertices immediately before and after the left-most of the lowest vertices. In other words, of the vertices with the lowest <code>y</code> value, find the vertex with the lowest <code>x</code> value. For a few special cases of self-intersecting contours, the vertex ordering cannot be determined using only the left-most of the lowest vertices; for these cases, <code>ispolycw</code> uses a signed area test to determine the ordering.</p> |
| <b>Class Support</b> | <code>x</code> and <code>y</code> may be any numeric class.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Examples</b>      | <p>Orientation of a square:</p> <pre>x = [0 1 1 0 0]; y = [0 0 1 1 0]; ispolycw(x, y)           % Returns 0 ispolycw(flip1r(x), flip1r(y)) % Returns 1</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>See Also</b>      | <code>poly2cw</code>   <code>poly2ccw</code>   <code>polybool</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |

# isShapeMultipart

---

**Purpose** True if polygon or line has multiple parts

**Syntax** `tf = isShapeMultipart(xdata, ydata)`

**Description** `tf = isShapeMultipart(xdata, ydata)` returns 1 (true) if the polygon or line shape specified by `xdata` and `ydata` consists of multiple NaN-separated parts (i.e. has inner or multiple polygon rings or multiple line segments). The coordinate arrays `xdata` and `ydata` must match in size and have identical NaN locations.

**Examples**

```
isShapeMultipart([0 0 1],[0 1 0])

ans =
     0

isShapeMultipart([0 0 1 NaN 2 2 3 3],[0 1 0 NaN 2 3 3 2])

ans =
     1

load coast
isShapeMultipart(lat, long)

ans =
     1

S = shaperead('concord_hydro_area');
isShapeMultipart( S(1).X, S(1).Y)

ans =
     0

isShapeMultipart(S(14).X, S(14).Y)

ans =
     1
```



**See Also**      polysplit

# km2deg

---

**Purpose** Convert distance from kilometers to degrees

**Syntax**

```
deg = km2deg(km)
deg = km2deg(km, radius)
deg = km2deg(km, sphere)
```

**Description** `deg = km2deg(km)` converts distances from kilometers to degrees as measured along a great circle on a sphere with a radius of 6371 km, the mean radius of the Earth.

`deg = km2deg(km, radius)` converts distances from kilometers to degrees as measured along a great circle on a sphere having the specified radius. `radius` must be in units of kilometers.

`deg = km2deg(km, sphere)` converts distances from kilometers to degrees, as measured along a great circle on a sphere approximating an object in the Solar System. `sphere` may be one of the following strings: 'sun', 'moon', 'mercury', 'venus', 'earth', 'mars', 'jupiter', 'saturn', 'uranus', 'neptune', or 'pluto', and is case-insensitive.

**Examples** Two cities are 340 km apart. How many degrees of arc is that? How many degrees would it be if the cities were on Mars?

```
deg = km2deg(340)
```

```
deg =
  3.0577
```

```
deg = km2deg(340, 'mars')
```

```
deg =
  5.7465
```

**See Also** `deg2rad` | `rad2deg` | `deg2km` | `km2rad` | `km2nm` | `km2sm` | `deg2nm` | `nm2deg` | `nm2km` | `nm2sm` | `deg2sm` | `sm2deg` | `sm2km` | `sm2nm`

**Purpose** Convert kilometers to nautical miles

**Syntax** `nm = km2nm(km)`

**Description** `nm = km2nm(km)` converts distances from kilometers to nautical miles.

**See Also** `deg2km` | `km2deg` | `km2rad` | `rad2km` | `deg2nm` | `nm2deg` | `nm2rad` | `rad2nm` | `deg2sm` | `sm2deg` | `deg2sm` | `sm2rad` | `rad2sm`

# km2rad

---

**Purpose** Convert distance from kilometers to radians

**Syntax**

```
rad = km2rad(km)
rad = km2rad(km,radius)
rad = km2rad(km,sphere)
```

**Description** `rad = km2rad(km)` converts distances from kilometers to radians as measured along a great circle on a sphere with a radius of 6371 km, the mean radius of the Earth.

`rad = km2rad(km,radius)` converts distances from kilometers to radians as measured along a great circle on a sphere having the specified radius. `radius` must be in units of kilometers.

`rad = km2rad(km,sphere)` converts distances from kilometers to radians, as measured along a great circle on a sphere approximating an object in the Solar System. *sphere* may be one of the following strings: 'sun', 'moon', 'mercury', 'venus', 'earth', 'mars', 'jupiter', 'saturn', 'uranus', 'neptune', or 'pluto', and is case-insensitive.

**Examples** How many radians does 1,000 km span on the Earth and on the Moon?

```
rad = km2rad(1000)
```

```
rad =
    0.1570
```

```
rad = km2rad(1000,'moon')
```

```
rad =
    0.5754
```

**See Also** `degtorad` | `radtodeg` | `rad2km` | `km2deg` | `km2nm` | `km2sm` | `rad2nm` | `nm2deg` | `nm2km` | `nm2sm` | `rad2sm` | `sm2deg` | `sm2km` | `sm2nm`

**Purpose** Convert kilometers to statute miles

**Syntax** `sm = km2sm(km)`

**Description** `sm = km2sm(km)` converts distances from kilometers to statute miles.

**Examples** How many statute miles is a 10k run?

```
sm = km2sm(10)
```

```
sm =  
    6.2137
```

**See Also** `deg2km` | `km2deg` | `km2rad` | `rad2km` | `deg2nm` | `nm2deg` | `nm2rad` | `rad2nm` | `deg2sm` | `sm2deg` | `deg2sm` | `sm2rad` | `rad2sm`

# kmlwrite

---

**Purpose** Write geographic data to KML file

**Syntax**

```
kmlwrite(filename,S)

kmlwrite(filename,latitude,longitude)
kmlwrite(filename,latitude,longitude,altitude)

kmlwrite(filename,address)

kmlwrite( __ ,Name,Value)
```

**Description** `kmlwrite(filename,S)` writes the geographic point or line data stored in `S` to the file specified by `filename` in Keyhole Markup Language (KML) format. `S` is a geopoint vector, a geoshape vector, or geostruct. `kmlwrite` creates a KML Placemark in the file and populates the tags in the placemark with the data in `S`.

`kmlwrite(filename,latitude,longitude)` writes the geographic point data, `latitude` and `longitude`, to the file specified by `filename` in KML format. `kmlwrite` sets the third coordinate value (altitude) to 0.

`kmlwrite(filename,latitude,longitude,altitude)` uses the values of `latitude`, `longitude`, and `altitude` to set the three values in the Placemark coordinates tag. When you specify an altitude value, `kmlwrite` sets the `AltitudeMode` attribute to `relativeToSeaLevel`.

`kmlwrite(filename,address)` writes `address` to the file specified by `filename` in KML format. `address` is a text string containing freeform address data, that can include street, city, state, country, and/or postal code. To specify multiple addresses, use a cell array of strings. `kmlwrite` creates a KML Placemark in the file, setting the address tag to the value specified by `address`. An address is an alternative way to specify a point, instead of using latitude and longitude.

`kmlwrite( ____, Name, Value)` specifies name-value pairs that set additional KML feature properties. Parameter names can be abbreviated and are case-insensitive.

## Input Arguments

### **filename** - Name of KML file to create

character string

Name of KML file to create, specified as a character string. `kmlwrite` writes the file in the current folder, unless you specify a full or relative path name. If the file name includes an extension, it must be `.kml`.

### **Data Types**

char

### **S** - Geographic features to write to file

geopoint vector, geoshape vector, or geostruct

Geographic features to write to file, specified as a geopoint vector, a geoshape vector, or geostruct.

- If a geoshape vector, the Geometry field must be set to 'point' or 'line'.
- If a geostruct (with Lat and Lon fields), the Geometry field must be set to either 'Point', 'MultiPoint', or 'Line'.
- If you include additional attribute fields in **S**, `kmlwrite` writes the data to the description tag of the placemark for each feature, formatted as an HTML table. The attribute fields appear in the table in the same order as they occur in **S**.
- If **S** contains a field named either `Elevation`, `Altitude`, or `Height`, `kmlwrite` writes the field values to the file as KML altitudes and sets the altitude interpretation to 'relativeToSeaLevel'. If **S** contains fields with more than one of these names, `kmlwrite` issues a warning and ignores the altitude fields.

### **latitude** - Latitude of points

numeric vector in the range [-90 90]

Latitude of points, specified as a numeric vector in the range [-90 90].

## Data Types

single | double

## **longitude - Longitude of points**

numeric vector automatically wrapped to the range [ -180, 180]

Longitude of points, specified as a numeric vector in the range [ -180, 180].

## Data Types

single | double

## **altitude - Altitude of points**

0 (default) | numeric vector or scalar.

Altitude of points, specified as a numeric vector or scalar. Unit of measure is meters.

- If a scalar, `kmlwrite` applies the value to each point.
- If a vector, you must specify an altitude value for each point. That is, the vector must have the same length as `latitude` and `longitude`.

## Data Types

single | double | int8 | int16 | int32 | int64 | uint8 |  
uint16 | uint32

## **address - Location of points**

character string or cell array

Location of points, specified as a character string or cell array of strings containing freeform address data, such as street, city, state, and/or postal code. If `address` is a cell array, each cell represents a unique location.

**Example:** 'MathWorks, Inc, 3 Apple Hill Drive, Natick, MA 01760-2098'

## Data Types

char | cell



## Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes ( `' '` ). You can specify several name and value pair arguments in any order as `Name1,Value1,...,NameN,ValueN`.

**Example:** `'Name', 'Point Reyes'`

### 'Name' - Label of object displayed in viewer

character string or cell array of strings | `'Address N'`, `'Point N'`, or `'Line N'`, where `N` is the index of the address, point, or line (default)

Label for an object displayed in viewer, specified as a character string or cell array of strings.

- If a string, `kmlwrite` applies the name to all objects
- If a cell array, you must specify one string for each point, line, or address. That is, the cell array must be the same length as `latitude` and `longitude`, `S`, or `address`.
- If you are writing multipoint data, `kmlwrite` places the points in a folder labeled with the name value you specified, or, if no name is specified, `'Multipoint N'`. In the folder, each point is labeled `'Point N'`, where `N` is the index of the point.
- If you are writing a line and the lines contains `NaN` values, `kmlwrite` places the line segments in a folder labeled with the corresponding `Name` value or, if no name is specified, `'Line N'`. In the folder, each line segments is labeled `'Segment N'`, where `N` is the segment number.

### Data Types

`char` | `cell`

### 'Description' - Content to be displayed in the placemark's description balloon

character string or cell array of strings | attribute specification

Content to be displayed in the placemark's description balloon, specified as a text string, cell array of strings, or attribute specification. `kmlwrite` uses this data to sets the values of the feature's description tag(s). The description appears in the description balloon when the user clicks on either the feature name in the Google Earth Places panel or clicks the placemark icon in the viewer window.

- If a string, `kmlwrite` applies the description to all objects.
- If a cell array, there must be one label for each point, that is, it must be the same length as `latitude` and `longitude`, `S`, or `address`.

You can include basic HTML mark up, however, Google Earth applies some HTML formatting automatically. For example, Google Earth replaces newlines with line break tags and encloses valid URLs in anchor tags to make them hyperlinks. To see examples of HTML tags that are recognized by Google Earth, view <http://earth.google.com>.

If you provide an attribute specification, the attribute fields of `S` display as a table in the description tag of the placemark for each element of `S`, in the order in which the fields appear in the specification. To construct an attribute spec, call `makeattribspec` and then modify the output to remove attributes or change the `Format` field for one or more attributes. The `latitude` and `longitude` coordinates of `S` are not considered to be attributes. If included in an attribute spec, they are ignored. If you specify `latitude` and `longitude`, `kmlwrite` ignores the attribute specification.

**Example:** `'Description', 'My Description'`

## **Data Types**

`char` | `cell`

## **'Icon' - File name of a custom icon**

character string or cell array of strings | defined by viewer (default)

File name of a custom icon, specified as character string or cell array of strings.

- If a string, `kmlwrite` applies the value to all objects.

- If a cell array, you must specify an icon for each point or line. That is, it must be the same length as `latitude` and `longitude`, `S`, or `address`.
- If the string is an Internet URL, the URL must include the protocol type.
- If the icon filename is not in the current folder, or in a folder on the MATLAB path, specify a full or relative pathname.

## Data Types

`char` | `cell`

## 'IconScale' - Scaling factor for icon

positive numeric scalar or vector

Scaling factor for the icon, specified as a positive numeric scalar or vector.

- If a scalar, `kmlwrite` applies the value to all objects
- If a vector, you must specify a value for each icon. That is, the vector must be the same length as `latitude` and `longitude`, `S`, or `address`.

**Example:** `'Iconscale', 2`

## Data Types

`single` | `double` | `int8` | `int16` | `int32` | `int64` | `uint8` | `uint16` | `uint32`

## 'Color' - Color of lines or icons

`ColorSpec` | defined by viewer (default)

Color of lines or icons, specified as a MATLAB Color Specification (`ColorSpec`).

**Example:** `'Color', 'red'`

## 'Width' - Width of the line, in pixels

positive numeric scalar or vector | 1 (default)

Width of the line in pixels, specified as a positive numeric scalar or vector.

- If a scalar, `kmlwrite` applies the value to all lines.
- If a vector, you must specify the width of each line. That is, the vector must be the same length as `S`.

**Example:** `'Width',2`

### Data Types

`single` | `double` | `int8` | `int16` | `int32` | `int64` | `uint8` | `uint16` | `uint32`

### 'AltitudeMode' - Interpretation of altitude values

`'clampToGround'` (default) | `'relativeToGround'` | `'relativeToSeaLevel'`

Interpretation of altitude values, specified as one of the following text strings.

| Value                             | Description                                                                                                                                                                                                                                           |
|-----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <code>'clampToGround'</code>      | Ignore altitude values and set the feature on the ground. This is the default value when you do not specify <code>altitude</code> values.                                                                                                             |
| <code>'relativeToGround'</code>   | Set altitude values relative to the actual ground elevation of a particular feature                                                                                                                                                                   |
| <code>'relativeToSeaLevel'</code> | Set altitude values relative to sea level, regardless of the actual elevation values of the terrain beneath the feature. (Named <code>'absolute'</code> in the KML specification.) This is the default when you specify <code>altitude</code> values. |

**Example:** `'AltitudeMode','relativeToGround'`

**Data Types**

char

**'LookAt' - Position of virtual camera (eye) relative to object being viewed**

geopoint vector

Position of the virtual camera (eye) relative to the object being viewed, specified as a geopoint vector. The fields of the geopoint vector, listed below, define the view. LookAt is limited to looking down at a feature. To tilt the virtual camera to look above the horizon into the sky, use the Camera parameter.

| Property Name | Description                                                                                                          | Data Type                                         |
|---------------|----------------------------------------------------------------------------------------------------------------------|---------------------------------------------------|
| Latitude      | Latitude of the object the camera is looking at, in degrees                                                          | Scalar double, from -90 to 90                     |
| Longitude     | Longitude of the object the camera is looking at, in degrees                                                         | Scalar double, from -180 to 180                   |
| Altitude      | Altitude of the object the camera is looking at from the Earth's surface, in meters                                  | Scalar numeric                                    |
| Heading       | Camera direction (azimuth), in degrees (optional)                                                                    | Scalar numeric [0 360], default 0 (true North)    |
| Tilt          | Angle between the direction of the LookAt position and the normal to the surface of the Earth, in degrees (optional) | Scalar numeric [0 90], default 0 (directly above) |

| Property Name | Description                                                                                                      | Data Type                                                           |
|---------------|------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------|
| Range         | Distance in meters from the object specified by latitude, longitude, and altitude to the location of the camera. | Scalar numeric, default 0                                           |
| AltitudeMode  | Interpretation of the camera altitude value (optional)                                                           | 'relativeToSeaLevel', 'clampToGround', (default) 'relativeToGround' |

**Example:** `'LookAt',  
geopoint(lat,lon,'Range',14794.88,'Heading',71.13,'Tilt',66.77)`

## 'Camera' - Position of virtual camera relative to surface of Earth

geopoint vector

Position of virtual camera (eye) relative to Earth's surface, specified as a geopoint vector. The fields of the geopoint vector, listed below, define the view. Camera provides full six degrees of freedom control over the view, so you can position the camera in space and then rotate it around the *x*-, *y*-, and *z*-axes. You can tilt the camera view so that you're looking above the horizon into the sky.

| Property Name | Description                                                        | Data Type                               |
|---------------|--------------------------------------------------------------------|-----------------------------------------|
| Latitude      | Latitude of the virtual camera (eye), in degrees                   | Scalar double, in the range [-90 90]    |
| Longitude     | Longitude of the virtual camera, in degrees                        | Scalar double, in the range [-180 180]. |
| Altitude      | Distance of the virtual camera from the Earth's surface, in meters | Scalar numeric                          |

| Property Name | Description                                              | Data Type                                                           |
|---------------|----------------------------------------------------------|---------------------------------------------------------------------|
| Heading       | Direction (azimuth) in degrees (optional)                | Scalar numeric [0 360], default 0 (true North)                      |
| Tilt          | Camera rotation around the X-axis, in degrees (optional) | Scalar numeric [0 180], default 0 (directly above)                  |
| Roll          | Camera rotation in degrees around the Z-axis (optional)  | Scalar numeric, in the range [-180 180], default 0                  |
| AltitudeMode  | Specifies how camera altitude is interpreted (optional)  | 'relativeToSeaLevel', 'clampToGround', 'relativeToGround' (default) |

**Example:**

```
'Camera',geopoint(lat,lon,'Altitude',2500,'Tilt',85,'Heading',345)
```

**Tips**

- You can view KML files with the Google Earth™ browser, which must be installed on your computer.

For Windows, use the `winopen` function:

```
winopen(filename)
```

For Linux, if the filename is a partial path, use the following commands:

```
cmd = 'googleearth ';
fullfilename = fullfile(pwd, filename);
system([cmd fullfilename])
```

For Mac, if the filename is a partial path, use the following commands:

```
cmd = 'open -a Google\ Earth '  
fullfilename = fullfile(pwd, filename);  
system([cmd fullfilename])
```

- You can also view KML files with a Google Maps™ browser. The file must be located on a web server that is accessible from the Internet. A private intranet server will not suffice, because Google's server must be able to access the URL that you provide. A template for using Google Maps is listed below:

```
GMAPS_URL = 'http://maps.google.com/maps?q=';  
KML_URL = 'http://your-web-server-path';  
web([GMAPS_URL_KML_URL])
```

## Examples

### Write Point Data to KML File Using geopoint Vector

Read point data into a geopoint vector.

```
placenames = gpxread('boston_placenames');
```

Define the name of the KML file you want to create.

```
filename = 'Boston_Placenames.kml';
```

Write the point data to the file, using optional parameters to specify names for the points and define the colors used for the icons.

```
kmlwrite(filename, placenames, 'Name', placenames.Name, ...  
        'Color', jet(length(placenames)));
```

### Write Line Data to KML File Using geoshape Vector

Read line features into a geoshape vector.

```
tracks = gpxread('sample_tracks', 'Index', 1:2);
```

Define the name of the KML file you want to create.

```
filename = 'tracks.kml';
```



Write the line data to the file, using several optional parameters to specify the color and width of the lines, and their names and descriptions.

```
color = {'red', 'green'};
description = tracks.Metadata.Name;
name = {'track1', 'track2'};

kmlwrite(filename, tracks, 'Color', color, 'Width', 2, ...
         'Description', description, 'Name', name);
```

### **Write Geographic Data to KML File Using `geostruct`**

Read geographic data (locations of major European cities) from a shape file, including the names of the cities, and remove the default description table.

```
latlim = [ 30; 75];
lonlim = [-25; 45];
cities = shaperead('worldcities.shp','UseGeoCoords', true, ...
                 'BoundingBox', [lonlim, latlim]);
```

Define the name of the KML file you want to create.

```
filename = 'European_Cities.kml';
```

Write the geographic data to a KML file, using several optional parameters to include the names of the cities in the placemarks.

```
kmlwrite(filename, cities, 'Name', {cities.Name}, 'Description', {});
```

### **Write Unstructured Address to KML File**

Create a cell array of unstructured addresses (the names of several Australian cities).

```
address = {'Perth, Australia', ...
          'Melbourne, Australia', ...
```

```
'Sydney, Australia'}];
```

Define the name of the KML file you want to create.

```
filename = 'Australian_Cities.kml';
```

Write the unstructured address data to a KML file, using the optional Name parameter to include the names of the cities in the placemarks.

```
kmlwrite(filename, address, 'Name', address);
```

## **Include HTML Format Tags in Description**

Define a point by latitude and longitude.

```
lat = 42.299827;  
lon = -71.350273;
```

Specify the description text used with the placemark, including HTML tags for formatting.

```
description = sprintf('%s<br>%s</br><br>%s</br>', ...  
    '3 Apple Hill Drive', 'Natick, MA. 01760', ...  
    'http://www.mathworks.com');  
name = 'The MathWorks, Inc.';  
iconDir = fullfile(matlabroot, 'toolbox', 'matlab', 'icons');  
iconFilename = fullfile(iconDir, 'matlabicon.gif');
```

Define the name of the KML file you want to create.

```
filename = 'MathWorks.kml';
```

Write the data to a KML file, using the Description parameter to include the names of the cities in the placemarks.

```
kmlwrite(filename, lat, lon, ...  
    'Description', description, 'Name', name, 'Icon', iconFilename);
```

## Write Point Data to a KML file Using Camera to Specify the View

Specify the latitude and longitude values that define a point. In this example, the location is Mount Ranier.

```
lat_rainier = 46.8533  
lon_rainier = -121.7599
```

Create a geopoint vector to specify the position of the virtual camera (eye) using the Camera parameter.

```
myview = geopoint(46.7, -121.7, 'Altitude', 2500, 'Tilt', 85, 'Heading', 345)
```

Define the name of the KML file you want to create.

```
filename = 'Mt_Ranier.kml';
```

Write the point data to the file, specifying a name and a custom color for the icon

```
kmlwrite(filename, lat_rainier, lon_rainier, 'Name', 'Mt Rainier', ...  
         'Color', 'red', 'IconScale', 2, 'Camera', myview)
```

## See Also

[kmlwriteline](#) | [kmlwritepoint](#) | [makeattribspec](#) | [shapewrite](#)

# kmlwriteline

---

## Purpose

Write geographic line data to KML file

## Syntax

```
kmlwriteline(filename,latitude,longitude)
kmlwriteline(filename,latitude,longitude,altitude)
kmlwriteline( ___,Name,Value)
```

## Description

`kmlwriteline(filename,latitude,longitude)` writes the geographic data, `latitude` and `longitude`, to the file specified by `filename` in Keyhole Markup Language (KML) format. `kmlwriteline` creates a KML Placemark element for each line, using the latitude and longitude values as the coordinates of the points that define the line. `kmlwriteline` sets the third coordinate value (altitude) to 0.

`kmlwriteline(filename,latitude,longitude,altitude)` uses the values of `latitude`, `longitude`, and `altitude` to set the coordinates of the points that define the line. When you specify an altitude value, `kmlwriteline` sets the `AltitudeMode` attribute to `'relativeToSeaLevel'`.

`kmlwriteline( ___,Name,Value)` specifies name-value pairs that set additional KML feature properties. Parameter names can be abbreviated and are case-insensitive.

## Input Arguments

### **filename - Name of KML file to create**

character string

Name of KML file to create, specified as a character string. `kmlwriteline` creates the file in the current folder, unless you specify a full or relative path name. If the file name includes an extension, it must be `.kml`.

### **Data Types**

char

### **latitude - Latitude of points**

numeric vector in the range [ -90 90]

Latitude of points, specified as a numeric vector in the range [-90 90].

### Data Types

single | double

### longitude - Longitude of points

numeric vector in the range [-180, 180]

Longitude of points, specified as a numeric vector in the range [-180, 180].

### Data Types

single | double

### altitude - Altitude of points

0 (default) | numeric vector or scalar

Altitude of points, specified as a numeric vector or scalar. Unit of measure is meters.

- If a scalar, `kmlwriteline` applies the value to each point.
- If a vector, you must specify an altitude value for each point. That is, the vector must have the same length as `latitude` and `longitude`.

### Data Types

single | double | int8 | int16 | int32 | int64 | uint8 | uint16 | uint32

### Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes (' '). You can specify several name and value pair arguments in any order as `Name1,Value1,...,NameN,ValueN`.

**Example:** `'Name','Point Reyes'`

### 'Name' - Label of line displayed in viewer

character string | 'Line N' where N is the index of the line (default)

# kmlwriteline

---

Label of line displayed in viewer, specified as a character string.

If the line contains NaN values, kmlwriteline places the line segments in a folder labeled 'Line 1' and labels the line segments 'Segment N', where N is the index value of the line segment.

**Example:** 'Name', 'Point Reyes'

## Data Types

char

## 'Description' - Content to be displayed in the line's description balloon

character string

Content to be displayed in the line's description balloon, specified as a character string. The description appears in the description balloon when the user clicks on either the feature name in the Google Earth Places panel or clicks the line in the viewer window.

You can include basic HTML mark up, however, Google Earth applies some HTML formatting automatically. For example, Google Earth replaces newlines with line break tags and encloses valid URLs in anchor tags to make them hyperlinks. To see examples of HTML tags that are recognized by Google Earth, view <http://earth.google.com>.

**Example:** 'Description', 'My Description'

## Data Types

char

## 'Color' - Color of line

ColorSpec | defined by viewer (default)

Color of line, specified as a MATLAB Color Specification (ColorSpec).

**Example:** 'Color', 'red'

## 'Width' - Width of line in pixels

1 (default) | positive numeric scalar

Width of line in pixels, specified as a positive numeric scalar.

**Example:** ``Width',2`

### Data Types

single | double | int8 | int16 | int32 | int64 | uint8 |  
uint16 | uint32

### 'AltitudeMode' - Interpretation of altitude values

`'clampToGround'` (default) | `'relativeToGround'` |  
`'relativeToSeaLevel'`

Interpretation of altitude values, specified as one of the following character strings.

| Value                             | Description                                                                                                                                                                                                                       |
|-----------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <code>'clampToGround'</code>      | Ignore altitude values and set the feature on the ground. This is the default value when you do not specify altitude values.                                                                                                      |
| <code>'relativeToGround'</code>   | Set altitude values relative to the actual ground elevation of a particular feature.                                                                                                                                              |
| <code>'relativeToSeaLevel'</code> | Set altitude values relative to sea level, regardless of the actual elevation values of the terrain beneath the feature. Called <code>'absolute'</code> in KML terminology. This is the default when you specify altitude values. |

**Example:** `'AltitudeMode','relativeToGround'`

### Data Types

char

### 'LookAt' - Position of virtual camera (eye) relative to object being viewed

geopoint vector

# kmlwriteline

---

Position of the virtual camera (eye) relative to the object being viewed, specified as a geopoint vector. The fields of the geopoint vector, listed below, define the view. LookAt is limited to looking down at a feature. To tilt the virtual camera to look above the horizon into the sky, use the Camera parameter.

| Property Name | Description                                                                                                          | Data Type                                         |
|---------------|----------------------------------------------------------------------------------------------------------------------|---------------------------------------------------|
| Latitude      | Latitude of the line the camera is looking at, in degrees                                                            | Scalar double, from -90 to 90                     |
| Longitude     | Longitude of the line the camera is looking at, in degrees                                                           | Scalar double, from -180 to 180                   |
| Altitude      | Altitude of the line the camera is looking at from the Earth's surface, in meters                                    | Scalar numeric                                    |
| Heading       | Camera direction (azimuth), in degrees (optional)                                                                    | Scalar numeric [0 360], default 0 (true North)    |
| Tilt          | Angle between the direction of the LookAt position and the normal to the surface of the Earth, in degrees (optional) | Scalar numeric [0 90], default 0 (directly above) |



| Property Name | Description                                                                                                     | Data Type                                                           |
|---------------|-----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------|
| Range         | Distance in meters from the point specified by latitude, longitude, and altitude to the position of the camera. | Scalar numeric, default 0                                           |
| AltitudeMode  | Interpretation of the camera altitude value (optional)                                                          | 'relativeToSeaLevel', 'clampToGround', (default) 'relativeToGround' |

**Example:**

```
'LookAt',geopoint(lat,lon,'Range',14794.88,'Heading',71.13,'Tilt',66.7
```

**'Camera' - Position of virtual camera relative to surface of Earth**

geopoint vector

Position of virtual camera (eye) relative to Earth's surface, specified as a geopoint vector. The fields of the geopoint vector, listed below, define the view.Camera provides full six degrees of freedom control over the view, so you can position the camera in space and then rotate it around the x-, y-, and z-axes. You can tilt the camera view so that you're looking above the horizon into the sky.

| Property Name | Description                                                        | Data Type                               |
|---------------|--------------------------------------------------------------------|-----------------------------------------|
| Latitude      | Latitude of the virtual camera (eye), in degrees                   | Scalar double, in the range [-90 90]    |
| Longitude     | Longitude of the virtual camera, in degrees,                       | Scalar double, in the range [-180 180]. |
| Altitude      | Distance of the virtual camera from the Earth's surface, in meters | Scalar numeric                          |

| Property Name | Description                                              | Data Type                                                           |
|---------------|----------------------------------------------------------|---------------------------------------------------------------------|
| Heading       | Direction (azimuth) in degrees (optional)                | Scalar numeric [0 360], default 0 (true North)                      |
| Tilt          | Camera rotation around the X-axis, in degrees (optional) | Scalar numeric [0 180], default 0 (directly above)                  |
| Roll          | Camera rotation in degrees around the Z-axis (optional)  | Scalar numeric, in the range [-180 180], default 0                  |
| AltitudeMode  | Specifies how camera altitude is interpreted (optional)  | 'relativeToSeaLevel', 'clampToGround', 'relativeToGround' (default) |

**Example:**

```
'Camera',geopoint(lat,lon,'Altitude',2500,'Tilt',85,'Heading',345)
```

## Tips

- If you do not see your line, set `AltitudeMode` to `'clampToGround'`. If the line appears, then you may have a problem with your altitude value.
- You can view KML files with the Google Earth browser, which must be installed on your computer.

For Windows, use the `winopen` function:

```
winopen(filename)
```

For Linux, if the filename is a partial path, use the following commands:

```
cmd = 'googleearth ';  
fullfilename = fullfile(pwd, filename);  
system([cmd fullfilename])
```

For Mac, if the filename is a partial path, use the following commands:

```
cmd = 'open -a Google\ Earth '  
fullfilename = fullfile(pwd, filename);  
system([cmd fullfilename])
```

- You can also view KML files with a Google Maps browser. The file must be located on a web server that is accessible from the Internet. A private intranet server will not suffice, because Google's server must be able to access the URL that you provide. A template for using Google Maps is listed below:

```
GMAPS_URL = 'http://maps.google.com/maps?q=';  
KML_URL = 'http://your-web-server-path';  
web([GMAPS_URL_KML_URL])
```

## Examples

### Write Line Data to KML File

Load geographic data describing coast lines.

```
coast = load('coast');
```

Define the name of the KML file you want to create.

```
filename = 'coast.kml';
```

Write the line data to the file, specifying the color and width of the line.

```
kmlwriteline(filename, coast.lat, coast.long, 'Color','black', ...  
            'Width', 3);
```

### Retrieve GPS Track Log from GPX File and Write Data to KML File

Read the track log from a GPX file. `gpxread` returns the data as a geopoint vector.

# kmlwriteline

---

```
S = gpxread('sample_tracks');
```

Define the name of the KML file you want to create.

```
filename = 'track.kml';
```

Write the geographic line data to the file, specifying a description and a name.

```
kmlwriteline(filename, S.Latitude, S.Longitude, S.Elevation, ...  
            'Description', S.Metadata.Name, 'Name', 'Track Log');
```

## See Also

[kmlwrite](#) | [kmlwritepoint](#) | [shapewrite](#)

**Purpose** Write geographic point data to KML file

**Syntax** `kmlwritepoint(filename,latitude,longitude)`  
`kmlwritepoint(filename,latitude,longitude,altitude)`  
`kmlwritepoint( ____,Name,Value)`

**Description** `kmlwritepoint(filename,latitude,longitude)` writes the geographic data, `latitude` and `longitude`, to the file specified by `filename` in Keyhole Markup Language (KML) format. `kmlwritepoint` creates a KML Placemark element for each point, using the latitude and longitude values as coordinates of the points. `kmlwritepoint` sets the third coordinate value (`altitude`) to 0.

`kmlwritepoint(filename,latitude,longitude,altitude)` writes `latitude`,`longitude`, and `altitude` data as point coordinates. When you specify an altitude value, `kmlwritepoint` sets the `AltitudeMode` attribute to `relativeToSeaLevel`.

`kmlwritepoint( ____,Name,Value)` specifies name-value pairs that set additional KML feature properties. Parameter names can be abbreviated and are case-insensitive.

## Input Arguments

### **filename - Name of KML file to create**

character string

Name of KML file to create, specified as a character string. `kmlwritepoint` creates the file in the current folder, unless you specify a full or relative path name. If the file name includes an extension, it must be `.kml`.

### **Data Types**

char

### **latitude - Latitude of points**

numeric vector in the range [-90 90]

Latitude of points, specified as a numeric vector in the range [-90 90].

# kmlwritepoint

---

## Data Types

single | double

## longitude - Longitude of point

numeric vector in the range [ -180, 180]

Longitude of points, specified as a numeric vector in the range [ -180, 180].

## Data Types

single | double

## altitude - Altitude of points

0 (default) | numeric vector or scalar

Altitude of points, specified as a numeric vector or scalar. Unit of measure is meters.

- If a scalar, `kmlwritepoint` applies the value to each point.
- If a vector, you must specify an altitude value for each point. That is, the vector must have the same length as `latitude` and `longitude`.

## Data Types

single | double | int8 | int16 | int32 | int64 | uint8 | uint16 | uint32

## Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name, Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes ( ' ' ). You can specify several name and value pair arguments in any order as `Name1, Value1, ..., NameN, ValueN`.

**Example:** `'Name', 'Point Reyes'`

## 'Name' - Label of point displayed in viewer

character string or cell array of strings | 'Point N' where N is the index value of the point (default)

Label of point displayed in viewer, specified as a character string or cell array of strings.

- If a character string, `kmlwritepoint` applies the name to all points.
- If a cell array, you must include a label for each point; that is, the cell array must have the same length as `latitude` and `longitude`.

**Example:** ``Name', `Mount Rainier'`

## Data Types

char | cell

## 'Description' - Content to be displayed in the point's description balloon

character string or cell array of strings

Content to be displayed in the point's description balloon, specified as a character string or a cell array of strings. The description appears in the description balloon when the user clicks on either the feature name in the Google Earth Places panel or clicks the placemark icon in the viewer window.

- If a string, `kmlwritepoint` applies the description to all points.
- If a cell array, you must include description information for each point; that is, the cell array must be the same length as `latitude` and `longitude`.

You can include basic HTML mark up in description, however, Google Earth applies some HTML formatting automatically. For example, Google Earth replaces newlines with line break tags and encloses valid URLs in anchor tags to make them hyperlinks. To see examples of HTML tags that are recognized by Google Earth, view <http://earth.google.com>.

**Example:** `'Description', sprintf('%s<br>%s</br><br>%s</br>', '3 Apple Hill Drive', 'Natick, MA. 01760', 'http://www.mathworks.com');`

## Data Types

char | cell

## **'Icon' - File name of a custom icon**

character string or cell array of strings | defined by viewer, for example, Google Earth uses an image of a push pin. (default)

File name of a custom icon, specified as character string or cell array of strings.

- If a string, `kmlwritepoint` uses the icon for all points.
- If a cell array, you must specify an icon for each point. That is, the cell array must be the same length as `latitude` and `longitude`.

If the icon filename is not in the current folder, or in a folder on the MATLAB path, you must specify a full or relative pathname. If the string is an Internet URL, the URL must include the protocol type.

**Example:** `'Icon', 'my_icon.jpg'`

### **Data Types**

char | cell

## **'IconScale' - Scaling factor for icon**

(default) | positive numeric scalar or vector

Scaling factor for the icon, specified as a positive numeric scalar or vector.

- If a scalar, `kmlwritepoint` applies the scaling factor to the icon for all points.
- If a vector, you must specify a scaling factor for each icon. That is, the vector must be the same length as `latitude` and `longitude`.

**Example:** `'Iconscale', 2`

### **Data Types**

single | double | int8 | int16 | int32 | int64 | uint8 | uint16 | uint32

## **'Color' - Color of icons**

ColorSpec | defined by viewer (default)

Color of icons, specified as a MATLAB Color Specification (ColorSpec).



- If a character string, kmlwritepoint applies the color to all points.
- If a cell array, you must specify a color for each point. That is, the cell array must be the same length as latitude and longitude.
- If a numeric array, it must be an  $m$ -by-3 array where  $m$  is the length of latitude and longitude.

**Example:** 'Color', 'red'

### 'AltitudeMode' - Interpretation of altitude values

'clampToGround', if you do not specify altitude values, otherwise, 'relativeToSeaLevel' (default) | 'clampToGround', 'relativeToGround', or 'relativeToSeaLevel'

Interpretation of altitude values, specified as one of the following character strings.

| Value                | Description                                                                                                                                                     |
|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 'clampToGround'      | Ignore altitude values and set the feature on the ground                                                                                                        |
| 'relativeToGround'   | Sets altitude values relative to the actual ground elevation of a particular feature                                                                            |
| 'relativeToSeaLevel' | Sets altitude values relative to sea level, regardless of the actual elevation values of the terrain beneath the feature. Called 'absolute' in KML terminology. |

**Example:** 'altitudeMode', 'relativeToGround'

### Data Types

char

### 'LookAt' - Position of the virtual camera (eye) relative to the object being viewed

geopoint vector

# kmlwritepoint

---

Position of the virtual camera (eye) relative to the object being viewed, specified as a geopoint vector. The view is defined by the fields of the geopoint vector, listed in the table below. LookAt is limited to looking down at a feature, you cannot tilt the virtual camera to look above the horizon into the sky. To tilt the virtual camera to look above the horizon into the sky, use the Camera parameter.

| <b>Property Name</b> | <b>Description</b>                                                                                                      | <b>Data Type</b>                                                                                                                                          |
|----------------------|-------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|
| Latitude             | Latitude of the point the camera is looking at, in degrees north or south of the Equator (0 degrees)                    | Scalar double, from -90 to 90                                                                                                                             |
| Longitude            | Longitude of the point the camera is looking at, in degrees, specifying angular distance relative to the Prime Meridian | Scalar double, in the range [-180 180]. Values west of the Meridian range from -180 to 0 degrees. Values east of the Meridian range from 0 to 180 degrees |
| Altitude             | Altitude of the point the camera is looking at from the Earth's surface, in meters                                      | Scalar numeric, default 0                                                                                                                                 |
| Heading              | Camera direction (azimuth), in degrees (optional)                                                                       | Scalar numeric [0 360], default 0 (true North)                                                                                                            |

| Property Name | Description                                                                                                                                      | Data Type                                                                              |
|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|
| Tilt          | Angle between the direction of the LookAt position and the normal to the surface of the earth, in degrees (optional)                             | Scalar numeric [0 90], default: 0, directly above.                                     |
| Range         | Distance in meters from the point specified by latitude, longitude, and altitude to the point where the camera is positioned—theLookAt position. | Scalar numeric, default: 0                                                             |
| AltitudeMode  | Interpretation of camera altitude value (optional)                                                                                               | String with value: 'relativeToSeaLevel', 'clampToGround', (default) 'relativeToGround' |

**Example:** 'LookAt',geopoint(-13.209676, -72.503364,'Range', 14794.88,'Heading', 71.13, 'Tilt',66.77)

### 'Camera' - Position of the virtual camera relative to the surface of the Earth

geopoint vector

Position of the camera relative to the Earth's surface, specified as a geopoint vector. The fields of the geopoint vector, listed below, define the view.Camera provides full six-degrees-of-freedom control over the view, so you can position the camera in space and then rotate it around the X, Y, and Z axes. You can tilt the camera view so that you're looking above the horizon into the sky.

# kmlwritepoint

---

| Property Name | Description                                                                                             | Data Type                                                                                                                                                 |
|---------------|---------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|
| Latitude      | Latitude of the virtual camera (eye), in degrees north or south of the Equator (0 degrees)              | Scalar double in the range [-90 90]                                                                                                                       |
| Longitude     | Longitude of the virtual camera, in degrees, specifying angular distance relative to the Prime Meridian | Scalar double, in the range [-180 180]. Values west of the Meridian range from -180 to 0 degrees. Values east of the Meridian range from 0 to 180 degrees |
| Altitude      | Distance of the virtual camera from the Earth's surface, in meters                                      | Scalar numeric                                                                                                                                            |
| Heading       | Direction (azimuth) in degrees (optional)                                                               | Scalar numeric [0 360], default 0 (true North)                                                                                                            |
| Tilt          | Camera rotation around the X axis, in degrees (optional)                                                | Scalar numeric [0 180], default: 0, directly above                                                                                                        |
| Roll          | Camera rotation in degrees around the Z axis (optional)                                                 | Scalar numeric, in the range [-180 180] default: 0                                                                                                        |
| AltitudeMode  | Specifies how camera altitude is interpreted. (optional)                                                | 'relativeToSeaLevel', 'clampToGround', (default) 'relativeToGround'                                                                                       |

- If a scalar, kmlwritepoint applies the value to all the points.

- If a vector, you must include an item for each point; that is, the length must be the same length as latitude and longitude.

**Example:** 'Camera', geopoint(46.7,  
-121.7, 'Altitude', 2500, 'Tilt', 85, 'Heading', 345)

## Tips

- You can view KML files with the Google Earth browser, which must be installed on your computer.

For Windows, use the winopen function:

```
winopen(filename)
```

For Linux, if the filename is a partial path, use the following commands:

```
cmd = 'googleearth ' ;  
fullfilename = fullfile(pwd, filename);  
system([cmd fullfilename])
```

For Mac, if the filename is a partial path, use the following commands:

```
cmd = 'open -a Google\ Earth ' ;  
fullfilename = fullfile(pwd, filename);  
system([cmd fullfilename])
```

- You can also view KML files with a Google Maps browser. The file must be located on a web server that is accessible from the Internet. A private intranet server will not suffice, because Google's server must be able to access the URL that you provide. A template for using Google Maps is listed below:

```
GMAPS_URL = 'http://maps.google.com/maps?q=' ;  
KML_URL = 'http://your-web-server-path' ;  
web([GMAPS_URL_KML_URL])
```

## Examples

### Write a Point Data to KML File with Description and Custom Icon

Specify the latitude and longitude values that define a point.

```
lat = 42.299827;  
lon = -71.350273;
```

Define the description, name, and icon for the point.

```
description = sprintf('%s<br>%s</br><br>%s</br>', ...  
    '3 Apple Hill Drive', 'Natick, MA. 01760', ...  
    'http://www.mathworks.com');  
name = 'The MathWorks, Inc.';  
iconDir = fullfile(matlabroot, 'toolbox', 'matlab', 'icons');  
iconFilename = fullfile(iconDir, 'matlabicon.gif');
```

Define the name of the KML file you want to create.

```
filename = 'MathWorks.kml';
```

Write the point data to the file, with the description, name, and icon.

```
kmlwritepoint(filename, lat, lon, ...  
    'Description', description, 'Name', name, 'Icon', iconFilename);
```

### Retrieve Point Data from Shape File and Write Data to KML File

Read the locations of major cities from a shape file into a geostruct.

```
latlim = [ 30; 75];  
lonlim = [-25; 45];  
cities = shaperead('worldcities.shp', 'UseGeoCoords', true, ...  
    'BoundingBox', [lonlim, latlim]);
```

Get the latitudes, longitudes, and names of the cities from the geostruct.

```
lat = [cities.Lat];
```

```
lon = [cities.Lon];  
name = {cities.Name};
```

Define the name of the KML file you want to create.

```
filename = 'European_Cities.kml';
```

Write the geographic data to the file, specifying the names of the cities and the size of the icon.

```
kmlwritepoint(filename, lat, lon, 'Name', name, 'IconScale', 2);
```

## **Retrieve Point Data from GPX File and Write Data to KML File**

Read point data from a GPX file into a geopoint object.

```
S = gpxread('boston_placenames');
```

Define the name of the KML file you want to create.

```
filename = 'Boston_Placenames.kml';
```

Write the point data to the file, specifying a name for each location.

```
kmlwritepoint(filename, S.Latitude, S.Longitude, 'Name', S.Name);
```

## **Write Point Data to KML File Using LookAt to Specify View**

Specify the latitude and longitude values that define a point. In this example, the location is the Machu Picchu ruins in Peru.

```
lat = 42.299827;  
lon = -71.350273;
```

Create a geopoint object to specify the viewing options available through the LookAt parameter.

```
lookAt = geopoint(-13.209676, -72.503364, 'Range', 14794.88, ...  
                'Heading', 71.13, 'Tilt', 66.77);
```

# kmlwritepoint

---

Define the name of the KML file you want to create.

```
filename = 'Machu_Picchu.kml';
```

Write the point data to the file, specifying a name.

```
kmlwritepoint(filename, lat, lon, 'LookAt', lookAt, ...  
              'Name', 'Machu Picchu');
```

## Write Point Data to KML File Using Camera to Specify View

Specify the latitude and longitude values that define a point. In this example, the location is Mount Ranier.

```
lat_rainier = 46.8533  
lon_rainier = -121.7599
```

Create a geopoint vector to specify the position of the virtual camera (eye) using the Camera parameter.

```
myview = geopoint(46.7, -121.7, 'Altitude', 2500, 'Tilt', 85, 'Heading', 345)
```

Define the name of the KML file you want to create.

```
filename = 'Mt_Ranier.kml';
```

Write the point data to the file, specifying a name and a custom color for the icon.

```
kmlwritepoint(filename, lat_rainier, lon_rainier, 'Name', 'Mt Rainier', ...  
              'Color', 'red', 'IconScale', 2, 'Camera', myview)
```

## See Also

[kmlwrite](#) | [kmlwriteline](#) | [shapewrite](#)



|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Convert latitude-longitude coordinates to pixel coordinates                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Syntax</b>      | <code>[row, col ] = latlon2pix(R,lat,lon)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Description</b> | <p><code>[row, col ] = latlon2pix(R,lat,lon)</code> calculates pixel coordinates <code>row</code>, <code>col</code> from latitude-longitude coordinates <code>lat</code>, <code>lon</code>. <code>R</code> is either a 3-by-2 referencing matrix that transforms intrinsic pixel coordinates to geographic coordinates, or a geographic raster reference object. <code>lat</code> and <code>lon</code> are vectors or arrays of matching size. The outputs <code>row</code> and <code>col</code> have the same size as <code>lat</code> and <code>lon</code>. <code>lat</code> and <code>lon</code> must be in degrees.</p> <p>Longitude wrapping is handled in the following way: Results are invariant under the substitution <code>lon = lon +/- n * 360</code> where <code>n</code> is an integer. Any point on the Earth that is included in the image or gridded data set corresponding to <code>r</code> will yield <code>row/column</code> values between 0.5 and 0.5 + the image height/width, regardless of what longitude convention is used.</p> |
| <b>Examples</b>    | <p>Find the pixel coordinates of the upper left and lower right outer corners of a 2-by-2 degree gridded data set.</p> <pre>R = makerefmat(1, 89, 2, 2); [UL_row, UL_col] = latlon2pix(R, 90, 0)      % Upper left [LR_row, LR_col] = latlon2pix(R, -90, 360)   % Lower right [LL_row, LL_col] = latlon2pix(R, -90, 0)     % Lower left</pre> <p>Note that the in both the 2nd case and 3rd case we get a column value of 0.5, because the left and right edges are on the same meridian and (-90, 360) is the same point as (-90, 0).</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>See Also</b>    | <code>map2pix</code>   <code>makerefmat</code>   <code>pix2latlon</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |

# lcolorbar

---

**Purpose** Colorbar with text labels

**Syntax**  
`lcolorbar(labels)`  
`lcolorbar(labels, 'property', value, ...)`  
`hcb = lcolorbar(...)`

**Description** `lcolorbar(labels)` appends a colorbar with text labels. The labels input is a cell array of label strings. The colorbar is constructed using the current colormap with the label strings applied at the centers of the color bands.

`lcolorbar(labels, 'property', value, ...)` controls the colorbar's properties. The location of the colorbar is controlled by the `Location` property. Valid entries for `Location` are 'vertical' (the default) or 'horizontal'. Properties `TitleString`, `XLabelString`, `YLabelString` and `ZLabelString` set the respective strings. Property `ColorAlignment` controls whether the colorbar labels are centered on the color bands or the color breaks. Valid values for `ColorAlignment` are 'center' and 'ends'.

Other valid property-value pairs are any properties and values that can be applied to the title and labels of the colorbar axes.

`hcb = lcolorbar(...)` returns a handle to the colorbar axes.

**Examples**  

```
figure; colormap(jet(5))
labels = {'apples', 'oranges', 'grapes', 'peachs', 'melons'};
lcolorbar(labels, 'fontweight', 'bold');
```

**See Also** `contourcmap` | `colormapeditor`

**Purpose**

Courses and distances between navigational waypoints

**Syntax**

```
[course,dist] = legs(lat,lon)
[course,dist] = legs(lat,lon,method)
[course,dist] = legs(pts, ___)
mat = legs( ___)
```

**Description**

`[course,dist] = legs(lat,lon)` returns the azimuths (*course*) and distances (*dist*) between navigational waypoints, which are specified by the column vectors *lat* and *lon*.

`[course,dist] = legs(lat,lon,method)` specifies the logic for the leg characteristics. If the string *method* is 'rh' (the default), *course* and *dist* are calculated in a rhumb line sense. If *method* is 'gc', great circle calculations are used.

`[course,dist] = legs(pts, ___)` specifies waypoints in a single two-column matrix, *pts*.

`mat = legs( ___)` packs up the outputs into a single two-column matrix, *mat*.

This is a navigation function. All angles are in degrees, and all distances are in nautical miles. Track legs are the courses and distances traveled between navigational waypoints.

**Examples**

Imagine an airplane taking off from Logan International Airport in Boston (42.3°N,71°W) and traveling to LAX in Los Angeles (34°N,118°W). The pilot wants to file a flight plan that takes the plane over O'Hare Airport in Chicago (42°N,88°W) for a navigational update, while maintaining a constant heading on each of the two legs of the trip.

What are those headings and how long are the legs?

```
lat = [42.3; 42; 34];
long = [-71; -88; -118];
[course,dist] = legs(lat,long,'rh')
```

```
course =
```

# legs

---

```
268.6365
251.2724
dist =
1.0e+003 *
0.7569
1.4960
```

Upon takeoff, the plane should proceed on a heading of about 269° for 756 nautical miles, then alter course to 251° for another 1495 miles.

How much farther is it traveling by not following a great circle path between waypoints? Using rhumb lines, it is traveling

```
totalrh = sum(dist)
```

```
totalrh =
2.2530e+003
```

For a great circle route,

```
[coursegc,distgc] = legs(lat,long,'gc'); totalgc = sum(distgc)
```

```
totalgc =
2.2451e+003
```

The great circle path is less than one-half of one percent shorter.

## See Also

[dreckon](#) | [gcwaypts](#) | [navfix](#) | [track](#)

**Purpose**

Project light objects on map axes

**Syntax**

```
h = lightm(lat,lon)
h = lightm(lat,lon,PropertyName,PropertyValue,...)
h = lightm(lat,lon,alt)
```

**Description**

`h = lightm(lat,lon)` projects a light object at the coordinates `lat` and `lon`. The handle, `h`, of the object can be returned.

`h = lightm(lat,lon,PropertyName,PropertyValue,...)` allows the specification of any property name/property value pair supported by the standard MATLAB `light` function.

`h = lightm(lat,lon,alt)` allows the specification of an altitude, `alt`, for the light object. When omitted, the default is an infinite light source altitude.

**Examples****Add Light to Map**

Load data.

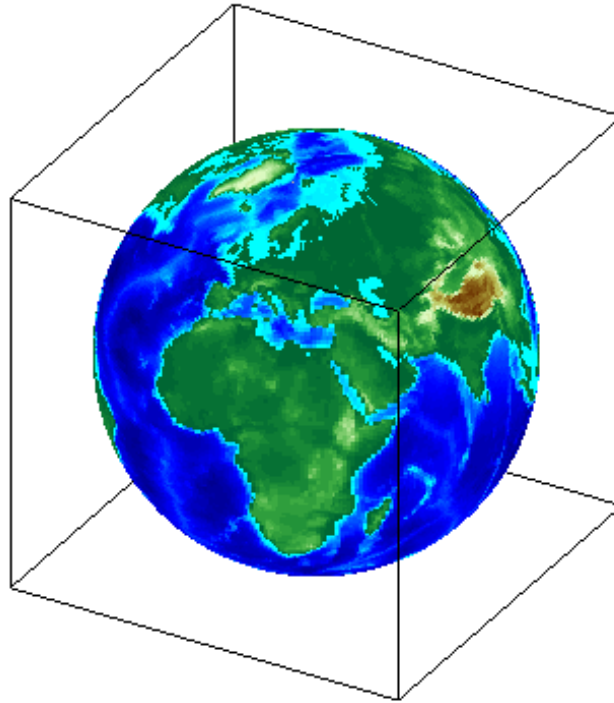
```
load topo
```

Create map.

```
axesm globe; view(120,30)
meshm(topo,topolegend); demcmap(topo)
```

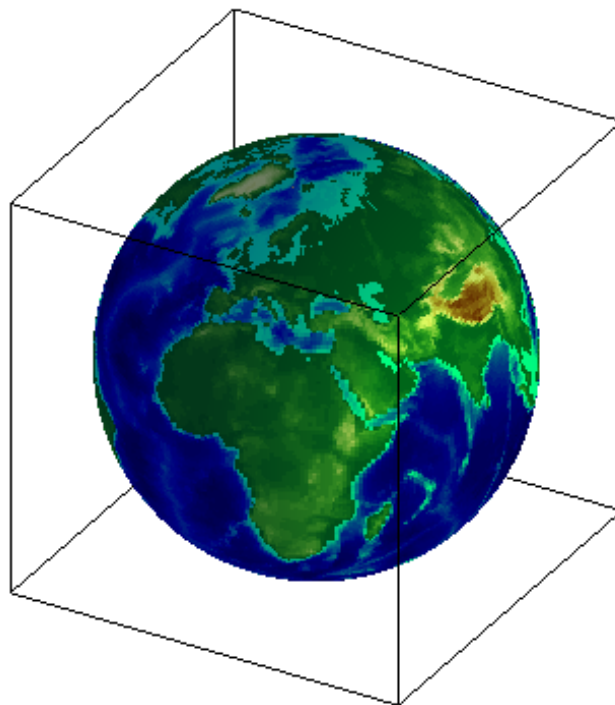
# lightm

---



Add light, specifying surface reflectance properties and lighting mode.

```
lightm(0,90,'color','yellow')  
material([.5 .5 1]); lighting gouraud
```



**See Also**    `light` | `lightmui`

# limitm

---

**Purpose** Determine latitude and longitude limits of regular data grid

**Syntax**  
`[latlim,lonlim] = limitm(Z,R)`  
`latlonlim = limitm(Z,R)`

**Description** `[latlim,lonlim] = limitm(Z,R)` computes the latitude and longitude limits of the geographic quadrangle bounding the regular data grid `Z` spatially referenced by `R`. `R` can be a geographic raster reference object, a referencing vector, or a referencing matrix.

If `R` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If `R` is a referencing vector, it must be 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If `R` is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to/from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If `R` is a referencing matrix, it must also define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. The output `latlim` is a vector of the form `[southern_limit northern_limit]` and `lonlim` is a vector of the form `[western_limit eastern_limit]`. All angles are in units of degrees.

`latlonlim = limitm(Z,R)` concatenates `latlim` and `lonlim` into a 1-by-4 row vector of the form:

```
[southern_limit northern_limit western_limit eastern_limit]
```

**Examples** Use a familiar data grid:

```
load topo  
[latlimits,lonlimits] = limitm(topo,topolegend)
```



```
latlimits =  
  -90  90  
lonlimits =  
   0 360
```

The result is expected, because `topo` covers the whole globe.

## See Also

`makereformat`

# linecirc

---

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|--------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Intersections of circles and lines in Cartesian plane                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Syntax</b>      | <code>[xout,yout] = linecirc(slope,intercpt,centerx,centery,radius)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Description</b> | <p><code>[xout,yout] = linecirc(slope,intercpt,centerx,centery,radius)</code> finds the points of intersection given a circle defined by a center and radius in <math>x</math>-<math>y</math> coordinates, and a line defined by slope and <math>y</math>-intercept, or a slope of “inf” and an <math>x</math>-intercept. Two points are returned. When the objects do not intersect, NaNs are returned.</p> <p>When the line is tangent to the circle, two identical points are returned. All inputs must be scalars.</p> |
| <b>See Also</b>    | <code>circcirc</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

**Purpose**

Project line object on map axes

**Syntax**

```
h = linem(lat,lon)
h = linem(lat,lon,linetype)
h = linem(lat,lon,PropertyName,PropertyValue,...)
h = linem(lat,lon,z)
```

**Description**

`h = linem(lat,lon)` displays projected line objects on the current map axes. `lat` and `lon` are the latitude and longitude coordinates, respectively, of the line object to be projected. Note that this ordering is conceptually reversed from the MATLAB `line` function, because the *vertical* ( $y$ ) coordinate comes first. However, the ordering latitude, then longitude, is standard geographic usage. `lat` and `lon` must be the same size and in the `AngleUnits` of the map axes. The object handle for the displayed line can be returned in `h`.

`h = linem(lat,lon,linetype)` allows the specification of the line style, where *linetype* is any string recognized by the MATLAB `line` function.

`h = linem(lat,lon,PropertyName,PropertyValue,...)` allows the specification of any number of property name/property value pairs for any properties recognized by the MATLAB `line` function except for `XData`, `YData`, and `ZData`.

`h = linem(lat,lon,z)` displays a line object in three dimensions, where `z` is the same size as `lat` and `lon` and contains the desired altitude data. `z` is independent of `AngleUnits`. If omitted, all points are assigned a `z`-value of 0 by default.

The units of `z` are arbitrary, except when using the `Globe` projection. In the case of `globe`, `z` should have the same units as the radius of the earth or semimajor axis specified in the `'geoid'` (reference ellipsoid) property of the map axes. This implies that when the reference ellipsoid is a unit sphere, the units of `z` are earth radii.

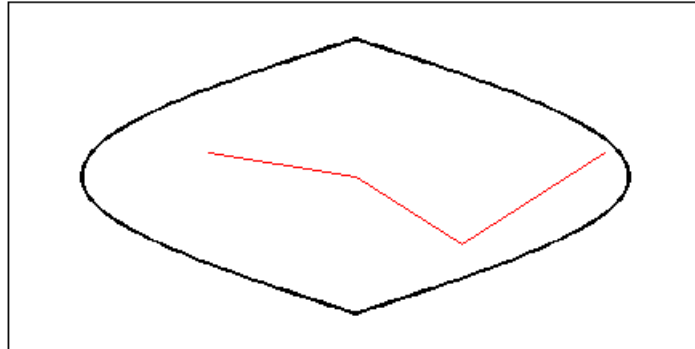
`linem` is the mapping equivalent of the MATLAB `line` function. It is a low-level graphics function for displaying line objects in map projections. Ordinarily, it is not used directly. Use `plotm` or `plot3m` instead.

# linem

---

## Examples

```
axesm sinusoid; framem  
linem([15; 0; -45; 15],[-100; 0; 100; 170],'r-')
```



## See Also

[line](#) | [plot3m](#) | [plotm](#)

**Purpose**

Line-of-sight visibility between two points in terrain

**Syntax**

```
vis = los2(Z,R,lat1,lon1,lat2,lon2)
vis = los2(Z,R,lat1,lon1,lat2,lon2,alt1)
vis = los2(Z,R,lat1,lon1,lat2,lon2,alt1,alt2)
vis = los2(Z,R,lat1,lon1,lat2,lon2,alt1,alt2,alt1opt)
vis = los2(Z,R,lat1,lon1,lat2,lon2,alt1,alt2,alt1opt,alt2opt)
vis = los2(Z,R,lat1,lon1,lat2,lon2,alt1,alt2,alt1opt, ...
    alt2opt,actualradius)
vis = los2(Z,R,lat1,lon1,lat2,lon2,alt1,alt2,alt1opt, ...
    alt2opt,actualradius,effectiveradius)
[vis,visprofile,dist,H,lattrk,lontrk] = los2(...)
los2(...)
```

**Description**

los2 computes the mutual visibility between two points on a displayed digital elevation map. los2 uses the current object if it is a regular data grid, or the first regular data grid found on the current axes. The grid's zdata is used for the profile. The color data is used in the absence of data in z. The two points are selected by clicking on the map. The result is displayed in a new figure. Markers indicate visible and obscured points along the profile. The profile is shown in a Cartesian coordinate system with the origin at the observer's location. The displayed z coordinate accounts for the elevation of the terrain and the curvature of the body.

vis = los2(Z,R,lat1,lon1,lat2,lon2) computes the mutual visibility between pairs of points on a digital elevation map. The elevations are provided as a regular data grid Z containing elevations in units of meters. The two points are provided as vectors of latitudes and longitudes in units of degrees. The resulting logical variable vis is equal to one when the two points are visible to each other, and zero when the line of sight is obscured by terrain. If any of the input arguments are empty, los2 attempts to gather the data from the current axes. With one or more output arguments, no figures are created and only the data is returned.

R can be a geographic raster reference object, a referencing vector, or a referencing matrix. If R is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If R is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If R is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to or from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If R is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. Nearest-neighbor interpolation is used by default. NaN is returned for points outside the grid limits or for which `lat` or `lon` contain NaN. All angles are in units of degrees.

`vis = los2(Z,R,lat1,lon1,lat2,lon2,alt1)` places the first point at the specified altitude in meters above the surface (on a tower, for instance). This is equivalent to putting the point on a tower. If omitted, point 1 is assumed to be on the surface. `alt1` may be either a scalar or a vector with the same length as `lat1`, `lon1`, `lat2`, and `lon2`.

`vis = los2(Z,R,lat1,lon1,lat2,lon2,alt1,alt2)` places both points at a specified altitudes in meters above the surface. `alt2` may be either a scalar or a vector with the same length as `lat1`, `lon1`, `lat2`, and `lon2`. If `alt2` is omitted, point 2 is assumed to be on the surface.

`vis = los2(Z,R,lat1,lon1,lat2,lon2,alt1,alt2,alt1opt)` controls the interpretation of `alt1` as either a relative altitude (`alt1opt` equals 'AGL', the default) or an absolute altitude (`alt1opt` equals 'MSL'). If the altitude option is 'AGL', `alt1` is interpreted as the altitude of point 1 in meters above the terrain (“above ground level”). If `alt1opt` is 'MSL', `alt1` is interpreted as altitude above zero (“mean sea level”).

```
vis =
los2(Z,R,lat1,lon1,lat2,lon2,alt1,alt2,alt1opt,alt2opt)
controls the interpretation ALT2.
```

```
vis = los2(Z,R,lat1,lon1,lat2,lon2,alt1,alt2,alt1opt, ...
alt2opt,actualradius) does the visibility calculation on a sphere
with the specified radius. If omitted, the radius of the earth in meters
is assumed. The altitudes, elevations and the radius should be in the
same units. This calling form is most useful for computations on bodies
other than the earth.
```

```
vis = los2(Z,R,lat1,lon1,lat2,lon2,alt1,alt2,alt1opt, ...
alt2opt,actualradius,effectiveradius) assumes a larger radius
for propagation of the line of sight. This can account for the curvature
of the signal path due to refraction in the atmosphere. For example,
radio propagation in the atmosphere is commonly treated as straight
line propagation on a sphere with 4/3 the radius of the earth. In that
case the last two arguments would be R_e and 4/3*R_e, where R_e is
the radius of the earth. Use Inf as the effective radius for flat earth
visibility calculations. The altitudes, elevations and radii should be in
the same units.
```

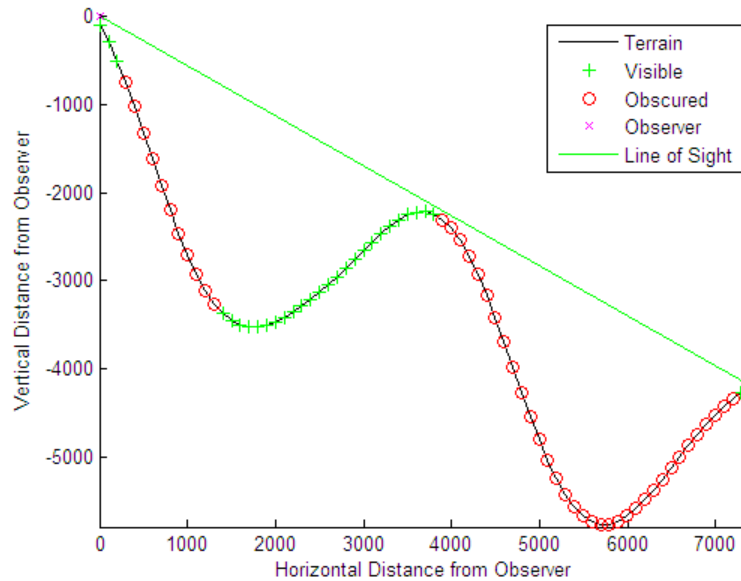
```
[vis,visprofile,dist,H,lattrk,lontrk] = los2(...), for scalar
inputs (lat1, lon1, etc.), returns vectors of points along the path
between the two points. visprofile is a logical vector containing
true (logical(1)) where the intermediate points are visible and false
(logical(0)) otherwise. dist is the distance along the path (in meters
or the units of the radius). H contains the terrain profile relative to the
vertical datum along the path. lattrk and lontrk are the latitudes and
longitudes of the points along the path. For vector inputs los2 returns
visprofile, dist, H, lattrk, and lontrk as cell arrays, with one cell
per element of lat1,lon1, etc.
```

```
los2(...), with no output arguments, displays the visibility profile
between the two points in a new figure.
```

## Examples

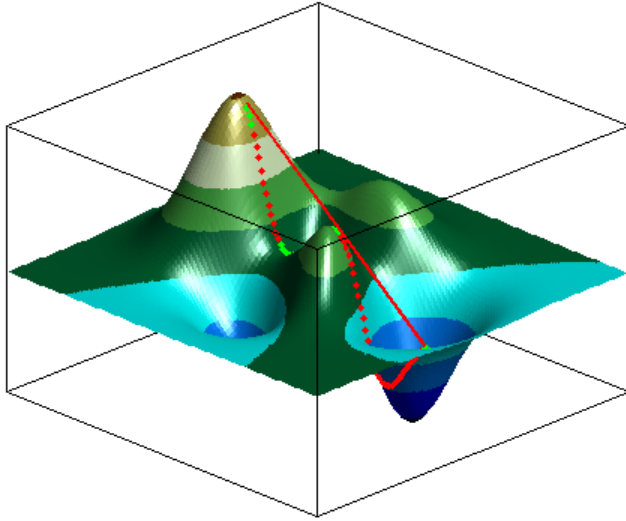
```
Z = 500*peaks(100);
refvec = [1000 0 0];
[lat1, lon1, lat2, lon2] = deal(-0.027, 0.05, -0.093, 0.042);
```

```
los2(Z,refvec,lat1,lon1,lat2,lon2,100);
```



```
figure;
axesm('globe','geoid',earthRadius('meters'))
meshm(Z,refvec,size(Z),Z);axis tight
camposm(-10,-10,1e6);camupm(0,0)
demcmaph('inc',Z,1000);shading interp;camlight
[vis,visprofile,dist,h,lattrk,lontrk]=...
los2(Z,refvec,lat1,lon1,lat2,lon2,100);
plot3m(lattrk([1;end]),lontrk([1;end]),...
h([1;end])+[100;0],'r','linewidth',2)
plotm(lattrk(~visprofile),lontrk(~visprofile),...
h(~visprofile),'r.','markersize',10)
plotm(lattrk(visprofile),lontrk(visprofile),...
h(visprofile),'g.','markersize',10)
```





**See Also**

[viewshed](#) | [mapprofile](#)

# ltln2val

---

**Purpose** Extract data grid values for specified locations

**Syntax**  
`val = ltln2val(Z, R, lat, lon)`  
`val = ltln2val(Z, R, lat, lon, method)`

**Description** `val = ltln2val(Z, R, lat, lon)` interpolates a regular data grid `Z` with referencing vector `R` at the points specified by vectors of latitude and longitude, `lat` and `lon`. `R` can be a geographic raster reference object, a referencing vector, or a referencing matrix.

If `R` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If `R` is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If `R` is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to or from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If `R` is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. Nearest-neighbor interpolation is used by default. NaN is returned for points outside the grid limits or for which `lat` or `lon` contain NaN. All angles are in units of degrees.

`val = ltln2val(Z, R, lat, lon, method)` accepts a method string to specify the type of interpolation: 'bilinear' for linear interpolation, 'bicubic' for cubic interpolation, or 'nearest' for nearest neighbor interpolation.

**Examples** Find the elevations in `topo` associated with three European cities—Milan, Bern, and Prague (topo elevations are in meters):

```
load topo  
% The city locations, [Milan Bern Prague]
```

```
lats = [45.45; 46.95; 50.1];  
longs = [9.2; 7.4; 14.45];  
elevations = ltln2val(topo,topolegend,lats,longs)
```

```
elevations =  
313  
1660  
297
```

## See Also

[findm](#) | [imbedm](#)

# lv2ecef

---

## Purpose

Convert local vertical to geocentric (ECEF) coordinates

---

**Note** `lv2ecef` will be removed in a future release. Use `enu2ecef` instead. In `enu2ecef`, the latitude and longitude of the local origin are in degrees by default, so the optional `angleUnit` input should be included, with the value `'radians'`.

---

## Syntax

```
[x,y,z] = lv2ecef(x1,y1,z1,phi0,lambda0,h0,ellipsoid)
```

## Description

`[x,y,z] = lv2ecef(x1,y1,z1,phi0,lambda0,h0,ellipsoid)` converts arrays `x1`, `y1`, and `z1` in the local vertical coordinate system to arrays `x`, `y`, and `z` in the geocentric coordinate system. The origin of the local vertical system is at geodetic latitude `phi0`, geodetic longitude `lambda0`, and ellipsoidal height `h0`. The arrays `x1`, `y1`, and `z1` may have any shape, as long as they are all the same size. They are measured in the same length units as the semimajor axis. `phi0` and `lambda0` are scalars measured in radians; `h0` is a scalar with the same length units as the semimajor axis; and `ellipsoid` is a `referenceEllipsoid` (oblateSpheroid) object, a `referenceSphere` object, or a vector of the form `[semimajor axis, eccentricity]`. The coordinates `x`, `y`, and `z` also have the same units as the semimajor axis.

## Definitions

For a definition of the local vertical system, also known as East-North-Up (ENU), see the help for `ecef2lv`. For a definition of the geocentric system, also known as Earth-Centered, Earth-Fixed (ECEF), see the help for `geodetic2ecef`.

## See Also

`ecef2enu`

**Purpose** Semimajor axis of ellipse

**Syntax** `a = majaxis(semimajor,e)`  
`a = majaxis(vec)`

**Description** `a = majaxis(semimajor,e)` computes the semimajor axis of an ellipse (or ellipsoid of revolution) given the semimajor axis and eccentricity. The input data can be scalar or matrices of equal dimensions.

`a = majaxis(vec)` assumes a 2 element vector (`vec`) is supplied, where `vec = [semimajor, e]`.

**See Also** `axes2ecc` | `flat2ecc` | `minaxis` | `n2ecc`

# makeattribspec

---

**Purpose** Attribute specification from geographic data structure

**Syntax** `attribspec = makeattribspec(S)`

**Description** `attribspec = makeattribspec(S)` creates an attribute specification from `S` suitable for use with `kmlwrite`. `S` can be any of the following:

- `geopoint` vector
- `geoshape` vector, with 'point' Geometry and no dynamic vertex properties
- `geostruct` with 'Lat' and 'Lon' coordinate fields

The return value, `attribspec`, is a scalar MATLAB structure with two levels. The top level consists of a field for each attribute in `S`. Each of these fields contains a scalar structure with a fixed pair of fields:

`AttributeLabel` A string that corresponds to the name of the attribute field in `S`. With `kmlwrite`, the string is used to label the attribute in the first column of the HTML table. The string may be modified prior to calling `kmlwrite`. You might modify an attribute label, for example, because you want to use spaces in your HTML table, but the attribute field names in `S` must be valid MATLAB variable names and cannot have spaces themselves.

`Format` The `sprintf` format character string that converts the attribute value to a string.

## Tips

- The easiest way to construct an attribute specification is to create one, using `makeattribspec`, and then modify the output, removing attributes or changing the `Format` field for one or more attributes.
- You can use an attribute specification with `kmlwrite` as the value of the `Description` parameter. `kmlwrite` constructs an HTML table that consists of a label for the attribute in the first column and the string value of the attribute in the second column. You can

modify the attribute specification to control which attribute fields are written to the HTML table and the format of the string conversion.

## Examples

- 1 Import a shapefile representing *tsunami* (tidal wave) events reported between 1950 and 2006 and tagged geographically by source location, and construct a default attribute specification (which includes all the shapefile attributes):

```
s = shaperead('tsunamis', 'UseGeoCoords', true);
attribspec = makeattribspec(s)
attribspec =
```

```

    Year: [1x1 struct]
   Month: [1x1 struct]
     Day: [1x1 struct]
    Hour: [1x1 struct]
  Minute: [1x1 struct]
   Second: [1x1 struct]
 Val_Code: [1x1 struct]
 Validity: [1x1 struct]
Cause_Code: [1x1 struct]
   Cause: [1x1 struct]
   Eq_Mag: [1x1 struct]
   Country: [1x1 struct]
  Location: [1x1 struct]
Max_Height: [1x1 struct]
   Iida_Mag: [1x1 struct]
  Intensity: [1x1 struct]
 Num_Deaths: [1x1 struct]
Desc_Deaths: [1x1 struct]
```

- 2 Modify the attribute specification to
  - Display just the attributes Max\_Height, Cause, Year, Location, and Country
  - Rename the Max\_Height field to Maximum Height
  - Display each attribute's label in bold type

# makeattribspec

---

- Set to zero the number of decimal places used to display Year
- Add “Meters” to the Height format, given independent knowledge of these units

```
desiredAttributes = ...
    {'Max_Height', 'Cause', 'Year', 'Location', 'Country'};
allAttributes = fieldnames(attribspec);
attributes = setdiff(allAttributes, desiredAttributes);
attribspec = rmfield(attribspec, attributes);
attribspec.Max_Height.AttributeLabel = '<b>Maximum Height</b>';
attribspec.Max_Height.Format = '%.1f Meters';
attribspec.Cause.AttributeLabel = '<b>Cause</b>';
attribspec.Year.AttributeLabel = '<b>Year</b>';
attribspec.Year.Format = '%.0f';
attribspec.Location.AttributeLabel = '<b>Location</b>';
attribspec.Country.AttributeLabel = '<b>Country</b>';
```

- 3** Use the attribute specification to export the selected attributes and source locations to a KML file as a Description:

```
filename = 'tsunami.kml';
kmlwrite(filename, s, 'Description', attribspec, ...
    'Name', {s.Location})
```

## See also

kmlwrite, makedbfspec, shapewrite



**Purpose** DBF specification from geographic data structure

**Syntax** `dbfspec = makedbfspec(S)`

**Description** `dbfspec = makedbfspec(S)` analyzes a geographic data structure, `S`, and constructs a DBF specification suitable for use with `shapewrite`. You can modify `dbfspec`, then pass it to `shapewrite` to exert control over which geostruct attribute fields are written to the DBF component of the shapefile, the field-widths, and the precision used for numerical values.

`dbfspec` is a scalar MATLAB structure with two levels. The top level consists of a field for each attribute in `S`. Each of these fields, in turn, contains a scalar structure with a fixed set of four fields:

| dbfspec field     | Contents                                                                                                                                                                                                                                                                                                                                                                                             |
|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| FieldName         | The field name to be used within the DBF file. This will be identical to the name of the corresponding attribute, but may be modified prior to calling <code>shapewrite</code> . This might be necessary, for example, because you want to use spaces in your DBF field names, but the attribute fieldnames in <code>S</code> must be valid MATLAB variable names and cannot have spaces themselves. |
| <i>FieldType</i>  | The field type to be used in the file, either 'N' (numeric) or 'C' (character).                                                                                                                                                                                                                                                                                                                      |
| FieldLength       | The number of bytes that each instance of the field will occupy in the file.                                                                                                                                                                                                                                                                                                                         |
| FieldDecimalCount | The number of digits to the right of the decimal place that are kept in a numeric field. Zero for integer-valued fields and character fields. The default value for noninteger numeric fields is 6.                                                                                                                                                                                                  |

**Examples** Import a shapefile representing a small network of road segments, and construct a DBF specification.

# makedbfspec

---

```
s = shaperead('concord_roads')

s =
609x1 struct array with fields:
    Geometry
    BoundingBox
    X
    Y
    STREETNAME
    RT_NUMBER
    CLASS
    ADMIN_TYPE
    LENGTH
```

```
dbfspec = makedbfspec(s)
```

```
dbfspec =
    STREETNAME: [1x1 struct]
    RT_NUMBER: [1x1 struct]
    CLASS: [1x1 struct]
    ADMIN_TYPE: [1x1 struct]
    LENGTH: [1x1 struct]
```

Modify the DBF spec to (a) eliminate the 'ADMIN\_TYPE' attribute, (b) rename the 'STREETNAME' field to 'Street Name', and (c) reduce the number of decimal places used to store road lengths.

```
dbfspec = rmfield(dbfspec, 'ADMIN_TYPE')
```

```
dbfspec =
    STREETNAME: [1x1 struct]
    RT_NUMBER: [1x1 struct]
    CLASS: [1x1 struct]
    LENGTH: [1x1 struct]
```

```
dbfspec.STREETNAME.FieldName = 'Street Name';
dbfspec.LENGTH.FieldDecimalCount = 1;
```

Export the road network back to a modified shapefile. (Actually, only the DBF component will be different.)

```
shapewrite(s, 'concord_roads_modified', 'DbfSpec', dbfspec)
```

Verify the changes you made. Notice the appearance of 'Street Name' in the field names reported by shapeinfo, the absence of the 'ADMIN\_TYPE' field, and the reduction in the precision of the road lengths.

```
info = shapeinfo('concord_roads_modified')
info =
    Filename: [3x28 char]
    ShapeType: 'PolyLine'
    BoundingBox: [2x2 double]
    NumFeatures: 609
    Attributes: [4x1 struct]

{info.Attributes.Name}

ans =
    'Street Name'    'RT_NUMBER'    'CLASS'    'LENGTH'

r = shaperead('concord_roads_modified')

r =
609x1 struct array with fields:
    Geometry
    BoundingBox
    X
    Y
    StreetName
    RT_NUMBER
    CLASS
    LENGTH

s(33).LENGTH
```

# makedbfspec

---

```
ans =  
    3.4928174000000000e+002
```

```
r(33).LENGTH
```

```
ans =  
    3.4930000000000000e+002
```

## See also

shapeinfo, shapewrite

**Purpose** Convert ordinary graphics object to mapped object

**Compatibility** makemapped will be removed in a future release.

**Syntax** makemapped(h)

**Description** makemapped(h) modifies the graphic object(s) associated with h such that upon subsequent modification of map axes properties, they are automatically reprojected appropriately. The object's coordinates are not changed by makemapped, but will change should you modify the map projection. h can be a handle, vector of handles, or any name string recognized by handlem. The objects are then considered to be geographic data. You should first trim objects extending outside the map frame to the map frame using trimcart.

**Examples**

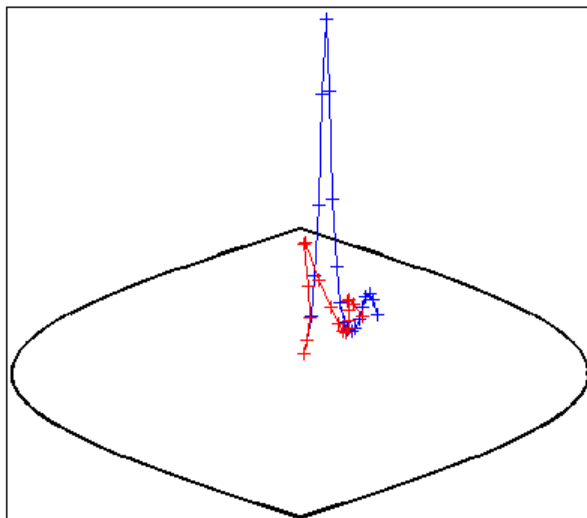
```
axesm('miller','geoid',[25 0])
framem
plot(humps,'b+-')

h = plot(humps,'r+-');
trimcart(h)
makemapped(h)

setm(gca,'MapProjection','sinusoid')
```

# makemapped

---



## Tips

Objects should first be trimmed to the map frame using `trimcart`. This avoids problems in taking inverse map projections with out-of-range data.

**Purpose**

Construct affine spatial-referencing matrix

**Syntax**

```
R = makereformat(x11, y11, dx, dy)
R = makereformat(lon11, lat11, dlon, dlat)
R = makereformat(param1, val1, param2, val2, ...)
```

**Description**

`R = makereformat(x11, y11, dx, dy)`, with scalars `dx` and `dy`, constructs a referencing matrix that aligns image or data grid rows to map  $x$  and columns to map  $y$ . Scalars `x11` and `y11` specify the map location of the center of the first (1,1) pixel in the image or the first element of the data grid, so that

$$[x11 \ y11] = \text{pix2map}(R, 1, 1)$$

`dx` is the difference in  $x$  (or longitude) between pixels in successive columns, and `dy` is the difference in  $y$  (or latitude) between pixels in successive rows. More abstractly, `R` is defined such that

$$[x11 + (col-1) * dx, y11 + (row-1) * dy] = \text{pix2map}(R, row, col)$$

Pixels cover squares on the map when  $\text{abs}(dx) = \text{abs}(dy)$ . To achieve the most typical kind of alignment, where  $x$  increases from column to column and  $y$  decreases from row to row, make `dx` positive and `dy` negative. In order to specify such an alignment along with square pixels, make `dx` positive and make `dy` equal to `-dx`:

$$R = \text{makereformat}(x11, y11, dx, -dx)$$

`R = makereformat(x11, y11, dx, dy)`, with two-element vectors `dx` and `dy`, constructs the most general possible kind of referencing matrix, for which

$$[x11 + ([row \ col]-1) * dx(:), y11 + ([row \ col]-1) * dy(:)] \dots$$

$$= \text{pix2map}(R, row, col)$$

In this general case, each pixel can become a parallelogram on the map, with neither edge necessarily aligned to map  $x$  or  $y$ . The vector

`[dx(1) dy(1)]` is the difference in map location between a pixel in one row and its neighbor in the preceding row. Likewise, `[dx(2) dy(2)]` is the difference in map location between a pixel in one column and its neighbor in the preceding column.

To specify pixels that are rectangular or square (but possibly rotated), choose `dx` and `dy` such that `prod(dx) + prod(dy) = 0`. To specify square (but possibly rotated) pixels, choose `dx` and `dy` such that the 2-by-2 matrix `[dx(:) dy(:)]` is a scalar multiple of an orthogonal matrix (that is, its two eigenvalues are real, nonzero, and equal in absolute value). This amounts to either rotation, a mirror image, or a combination of both. Note that for scalars `dx` and `dy`,

```
R = makerefmat(x11, y11, [0 dx], [dy 0])
```

is equivalent to

```
R = makerefmat(x11, y11, dx, dy)
```

`R = makerefmat(lon11, lat11, dlon, dlat)`, with longitude preceding latitude, constructs a referencing matrix for use with geographic coordinates. In this case,

```
[lat11,lon11] = pix2latlon(R,1,1),  
[lat11+(row-1)*dlat,lon11+(col-1)*dlon] = pix2latlon(R,row,col)
```

for scalar `dlat` and `dlon`, and

```
[lat11+[row col]-1)*dlat,lon11+([row col]-1)*dlon] = ...  
pix2latlon(R, row,col)
```

for vector `dlat` and `dlon`. Images or data grids aligned with latitude and longitude might already have referencing vectors. In this case you can use function `refvec2mat` to convert to a referencing matrix.

`R = makerefmat(param1, val1, param2, val2, ...)` uses parameter name-value pairs to construct a referencing matrix for an image or raster grid that is referenced to and aligned with a geographic coordinate system. There can be no rotation or skew: each column must



fall along a meridian, and each row must fall along a parallel. Each parameter name must be specified exactly as shown, including case.

| Parameter Name  | Data Type                                                                                  | Value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-----------------|--------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| RasterSize      | Two-element size vector [M N]                                                              | <p>The number of rows (M) and columns (N) of the raster or image to be used with the referencing matrix.</p> <p>With 'RasterSize', you may also provide a size vector having more than two elements. This enables usage such as:</p> <pre>R = makereformat('RasterSize', ...                 size(RGB), ...)</pre> <p>where RGB is M-by-N-by-3. However, in cases like this, only the first two elements of the size vector will actually be used. The higher (non-spatial) dimensions will be ignored. The default value is [1 1].</p> |
| LatitudeLimits  | Two-element row vector of the form: [southern_limit, northern_limit], in units of degrees. | <p>The limits in latitude of the geographic quadrangle bounding the georeferenced raster. The default value is [0 1].</p>                                                                                                                                                                                                                                                                                                                                                                                                               |
| LongitudeLimits | Two-element row vector of the form: [western_limit, eastern_limit], in units of degrees.   | <p>The limits in longitude of the geographic quadrangle bounding the georeferenced raster. The elements of the 'LongitudeLimits' vector must be ascending in value. In other words, the limits must be unwrapped. The default value is [0 1].</p>                                                                                                                                                                                                                                                                                       |

| Parameter Name   | Data Type | Value                                                                                                                                                                                                                                                                                                                                                                                    |
|------------------|-----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ColumnsStartFrom | String    | Indicates the column direction of the raster (south-to-north vs. north-to-south) in terms of the edge from which row indexing starts. The input string can have the value 'south' or 'north', can be shortened, and is case-insensitive. In a typical terrain grid, row indexing starts at southern edge. In images, row indexing starts at northern edge. The default value is 'south'. |
| RowsStartFrom    | String    | Indicates the row direction of the raster (west-to-east vs. east-to-west) in terms of the edge from which column indexing starts. The input string can have the value 'west' or 'east', can be shortened, and is case-insensitive. Rows almost always run from west to east. The default value is 'west'.                                                                                |

## Definitions

### Spatial Referencing Matrix

A spatial referencing matrix  $R$  ties the row and column subscripts of an image or regular data grid to 2-D map coordinates or to geographic coordinates (longitude and geodetic latitude).  $R$  is a 3-by-2 affine transformation matrix.  $R$  either transforms pixel subscripts (row, column) to/from map coordinates (x,y) according to

$$[x \ y] = [\text{row} \ \text{col} \ 1] * R$$

or transforms pixel subscripts to/from geographic coordinates according to

$$[\text{lon} \ \text{lat}] = [\text{row} \ \text{col} \ 1] * R$$

To construct a referencing matrix for use with geographic coordinates, use longitude in place of X and latitude in place of Y, as shown in the `R = makereformat(X11, Y11, dx, dy)` syntax. This is one of the few places where longitude precedes latitude in a function call.

## Examples

Create a referencing matrix for an image with square, four-meter pixels and with its upper left corner (in a map coordinate system) at  $x = 207000$  meters,  $y = 913000$  meters. The image follows the typical orientation:  $x$  increasing from column to column and  $y$  decreasing from row to row.

```
x11 = 207002; % Two meters east of the upper left corner
y11 = 912998; % Two meters south of the upper left corner
dx = 4;
dy = -4;
R = makereformat(x11, y11, dx, dy)
```

Create a referencing matrix for a global geoid grid.

```
% Add array 'geoid' to the workspace:
load geoid

%'geoid' contains a model of the Earth's geoid sampled in
% one-degree-by-one-degree cells. Each column of 'geoid'
% contains geoid heights in meters for 180 cells starting
% at latitude -90 degrees and extending to +90 degrees, for
% a given longitude. Each row contains geoid heights for 360
% cells starting at longitude 0 and extending 360 degrees.
geoidR = makereformat('RasterSize', size(geoid), ...
    'Latlim', [-90 90], 'Lonlim', [0 360])

% At its most extreme, the geoid reaches a minimum of slightly
% less than -100 meters. This minimum occurs in the Indian Ocean
% at approximately 4.5 degrees latitude, 78.5 degrees longitude.
% Check the geoid height at its most extreme by using latlon2pix
% with the referencing matrix.
[row, col] = latlon2pix(geoidR, 4.5, 78.5)
```

# makerefmat

---

```
geoid(round(row),round(col))
```

## See Also

[latlon2pix](#) | [map2pix](#) | [pix2latlon](#) | [pix2map](#) | [refvec2mat](#) | [worldfileread](#) | [worldfilewrite](#)

## Tutorials

- [Creating a Half-Resolution Georeferenced Image](#)

## How To

- [“Understanding Raster Geodata”](#)

**Purpose**

Construct vector layer symbolization specification

**Syntax**

```
symbolspec = makesymbolspec(geometry,rule1,rule2,...ruleN)
```

**Description**

`symbolspec = makesymbolspec(geometry,rule1,rule2,...ruleN)` constructs a symbol specification structure (`symbolspec`) for symbolizing a (vector) shape layer in the Map Viewer or when using `mapshow`. `geometry` is one of 'Point', 'Line', 'PolyLine', 'Polygon', or 'Patch'. Rules, defined in detail below, specify the graphics properties for each feature of the layer. A rule can be a default rule that is applied to all features in the layer or it may limit the symbolization to only those features that have a particular value for a specified attribute. Features that do not match any rules are displayed using the default graphics properties.

To create a rule that applies to all features, a default rule, use the following syntax:

```
{'Default',Property1,Value1,Property2,Value2,...
    PropertyN,ValueN}
```

To create a rule that applies only to features that have a particular value or range of values for a specified attribute, use the following syntax:

```
{AttributeName,AttributeValue,
Property1,Value1,Property2,Value2,...,PropertyN,ValueN}
```

`AttributeValue` and `ValueN` can each be a two-element vector, [`low high`], specifying a range. If `AttributeValue` is a range, `ValueN` might or might not be a range.

The following is a list of allowable values for `PropertyN`.

- Points or Multipoints: 'Marker', 'Color', 'MarkerEdgeColor', 'MarkerFaceColor', 'MarkerSize', and 'Visible'
- Lines or PolyLines: 'Color', 'LineStyle', 'LineWidth', and 'Visible'

# makesymbolspec

---

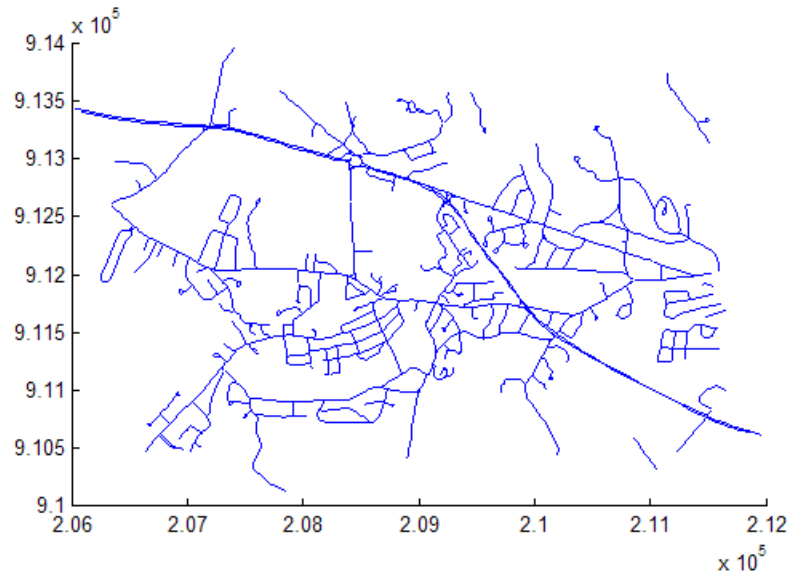
- Polygons: 'FaceColor', 'FaceAlpha', 'LineStyle', 'LineWidth', 'EdgeColor', 'EdgeAlpha', and 'Visible'

## Examples

The following examples import a shapefile containing road data and symbolize it in several ways using symbol specifications.

### Example 1 – Default Color

```
roads = shaperead('concord_roads.shp');  
blueRoads = makesymbolspec('Line',{ 'Default', 'Color',[0 0 1]});  
mapshow(roads, 'SymbolSpec',blueRoads);
```



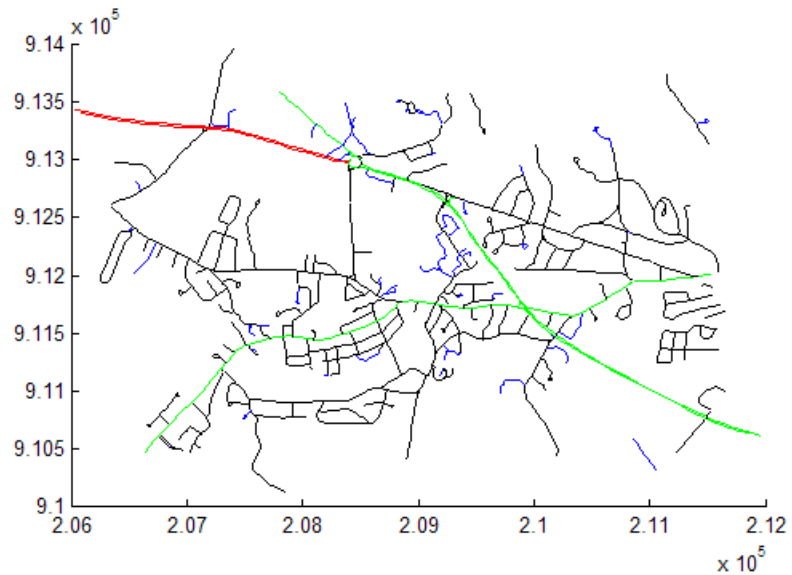
### Example 2 – Discrete Attribute Based

```
roads = shaperead('concord_roads.shp');  
roadColors = ...  
makesymbolspec('Line',{ 'CLASS',2, 'Color','r'},...  
                    { 'CLASS',3, 'Color','g'},...  
                    { 'CLASS',6, 'Color','b'},...)
```

```

        {'Default','Color','k'}));
mapshow(roads,'SymbolSpec',roadColors);

```



### Example 3 – Using a Range of Attribute Values

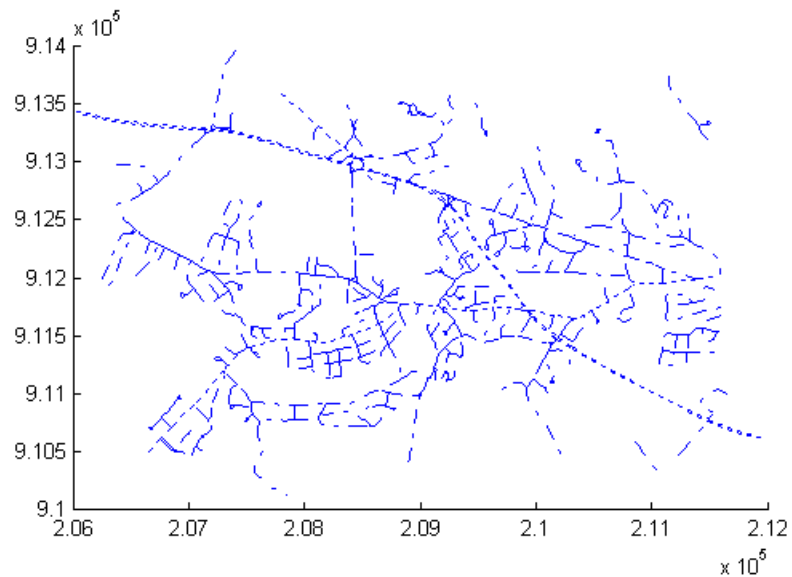
```

roads = shaperead('concord_roads.shp');
lineStyle = makesymbolspec('Line',...
    {'CLASS',[1 3], 'LineStyle',':'},...
    {'CLASS',[4 6], 'LineStyle','-.'});
mapshow(roads,'SymbolSpec',lineStyle);

```

# makesymbolspec

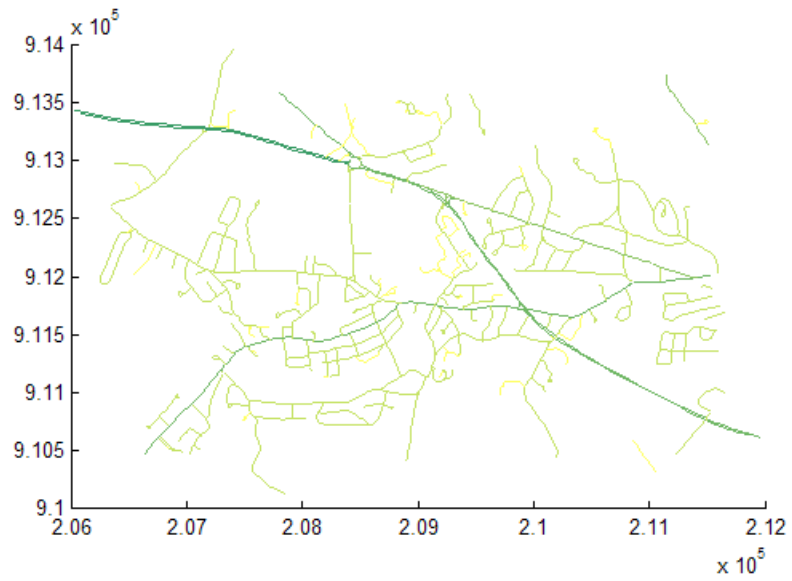
---



## Example 4 – Using a Range of Attribute Values and a Range of Property Values

```
roads = shaperead('concord_roads.shp');
colorRange = makesymbolspec('Line',...
    {'CLASS',[1 6], 'Color', summer(10)});
mapshow(roads, 'SymbolSpec', colorRange);
```





**See Also**

`mapshow` | `geoshow` | `mapview`

# map.geodesy.AuthalicLatitudeConverter

---

**Purpose** Convert between geodetic and authalic latitudes

**Description** The authalic latitude maps an ellipsoid (oblate spheroid) to a sphere while preserving surface area. Use authalic latitudes when implementing equal area map projections on the ellipsoid. A `map.geodesy.AuthalicLatitudeConverter` object provides conversion methods between geodetic and authalic latitudes for an ellipsoid with a given eccentricity.

**Construction** `converter = map.geodesy.AuthalicLatitudeConverter` creates an authalic latitude converter object for a sphere (with Eccentricity 0).  
`converter = map.geodesy.AuthalicLatitudeConverter(spheroid)` creates an authalic latitude converter object with Eccentricity matching the specified spheroid object.

## Input Arguments

### spheroid

Reference spheroid, specified as a scalar `referenceEllipsoid`, `oblateSpheroid`, and `referenceSphere` object.

**Properties** **Eccentricity**

Scalar double falling in the interval `[0 0.5]`. (Eccentricities larger than 0.5 are possible in theory, but do not occur in practice and are not supported.)

## Methods

|                      |                                        |
|----------------------|----------------------------------------|
| <code>forward</code> | Geodetic latitude to authalic latitude |
| <code>inverse</code> | Authalic latitude to geodetic latitude |

**Copy Semantics** Value. To learn how value classes affect copy operations, see Copying Objects in the MATLAB documentation.

## Examples

### Create an Authalic Converter

Create a Geodetic Reference System 1980 (grs80) reference ellipsoid.

```
grs80 = referenceEllipsoid('GRS 80');
```

Create an authalaic converter object and set the value of the Eccentricity property.

```
conv1 = map.geodesy.AuthalicLatitudeConverter;  
conv1.Eccentricity = grs80.Eccentricity
```

```
conv1 =
```

```
AuthalicLatitudeConverter with properties:
```

```
Eccentricity: 0.0818
```

### Create an Authalic Converter Specifying a Spheroid

Create a reference ellipsoid.

```
grs80 = referenceEllipsoid('GRS 80');
```

Create an authalic latitude converter object based on the ellipsoid.

```
conv2 = map.geodesy.AuthalicLatitudeConverter(grs80)
```

```
conv1 =
```

```
AuthalicLatitudeConverter with properties:
```

```
Eccentricity: 0.0818
```

## References

## Concepts

# map.geodesy.AuthalicLatitudeConverter.forward

---

|                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Geodetic latitude to authalic latitude                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Syntax</b>           | <pre>beta = forward(converter,phi) beta = forward(converter,phi,angleUnit)</pre>                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Description</b>      | <p>beta = forward(converter,phi) returns the authalic latitude corresponding to geodetic latitude phi.</p> <p>beta = forward(converter,phi,angleUnit) specifies the units of input phi and output beta.</p>                                                                                                                                                                                                                                                                                 |
| <b>Input Arguments</b>  | <p><b>converter</b></p> <p>Authalic latitude converter, specified as a scalar map.geodesy.AuthalicLatitudeConverter object.</p> <p><b>phi</b></p> <p>Geodetic latitude of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.</p> <p><b>angleUnit</b></p> <p>Units of angles, specified as 'degrees' or 'radians'.</p> <p><b>Default:</b> 'degrees'</p> |
| <b>Output Arguments</b> | <p><b>beta</b></p> <p>Authalic latitude of each element in phi, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument angleUnit, if supplied; values are in degrees, otherwise.</p>                                                                                                                                                                                                                                                          |
| <b>Examples</b>         | <p><b>Convert Geodetic Latitude Values to Authalic Values</b></p> <pre>phi = [-90 -67.5 -45 -22.5 0 22.5 45 67.5 90]; conv = map.geodesy.AuthalicLatitudeConverter(wgs84Ellipsoid);</pre>                                                                                                                                                                                                                                                                                                   |

# map.geodesy.AuthalicLatitudeConverter.forward

---

```
beta = forward(conv,phi)
```

```
beta =
```

```
-90.0000 -67.4092 -44.8717 -22.4094 0 22.4094 44.8717
```

# map.geodesy.AuthalicLatitudeConverter.inverse

---

|                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Authalic latitude to geodetic latitude                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Syntax</b>           | <pre>phi = inverse(converter,beta) phi = inverse(converter,beta,angleUnit)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Description</b>      | <p><code>phi = inverse(converter,beta)</code> returns the geodetic latitude corresponding to authalic latitude <code>beta</code>.</p> <p><code>phi = inverse(converter,beta,angleUnit)</code> where <code>angleUnit</code> specifies the units of input <code>beta</code> and output <code>phi</code>.</p>                                                                                                                                                                                                                                                           |
| <b>Input Arguments</b>  | <p><b>converter</b></p> <p>Authalic latitude converter, specified as a scalar <code>map.geodesy.AuthalicLatitudeConverter</code> object.</p> <p><b>beta</b></p> <p>Authalic latitude of one or more points, specified as a scalar value, vector, matrix, or N-D array of <code>double</code> or <code>single</code>. Values must be in units that match the input argument <code>angleUnit</code>, if supplied, and in degrees, otherwise.</p> <p><b>angleUnit</b></p> <p>Units of angles, specified as 'degrees' or 'radians'.</p> <p><b>Default:</b> 'degrees'</p> |
| <b>Output Arguments</b> | <p><b>phi</b></p> <p>Geodetic latitude of each element in <code>beta</code>, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument <code>angleUnit</code>, if supplied; values are in degrees, otherwise.</p>                                                                                                                                                                                                                                                                                                         |
| <b>Examples</b>         | <p><b>Convert Authalic Latitude Values to Geodetic Values</b></p> <pre>beta = [-90 -67.4092 -44.8717 -22.4094 0 22.4094 44.8717 67.4092 90]; conv = map.geodesy.AuthalicLatitudeConverter(wgs84Ellipsoid);</pre>                                                                                                                                                                                                                                                                                                                                                     |

# map.geodesy.AuthalicLatitudeConverter.inverse

---

```
phi = inverse(conv,beta)
```

```
phi =
```

```
-90.0000 -67.5000 -45.0000 -22.5000 0 22.5000 45.0000
```

# map.geodesy.ConformalLatitudeConverter

---

**Purpose** Convert between geodetic and conformal latitudes

**Description** The conformal latitude maps an ellipsoid (oblate spheroid) to a sphere while preserving shapes and angles locally. (Curves that meet at a given angle on the ellipsoid meet at the same angle on the sphere.) Use conformal latitudes when implementing conformal map projections on the ellipsoid. A `map.geodesy.ConformalLatitudeConverter` object provides conversion methods between geodetic and conformal latitudes for an ellipsoid with a given eccentricity.

**Construction** `converter = map.geodesy.ConformalLatitudeConverter` creates a conformal latitude converter object for a sphere (with Eccentricity 0).  
`converter = map.geodesy.ConformalLatitudeConverter(spheroid)` creates a conformal latitude converter object with Eccentricity matching the specified spheroid object.

## Input Arguments

### spheroid

Reference spheroid, specified as a scalar `referenceEllipsoid`, `oblateSpheroid`, and `referenceSphere` object.

**Properties** **Eccentricity**

Scalar double falling in the interval  $[0 \ 0.5]$ . (Eccentricities larger than 0.5 are possible in theory, but do not occur in practice and are not supported.)

## Methods

|                      |                                         |
|----------------------|-----------------------------------------|
| <code>forward</code> | Geodetic latitude to conformal latitude |
| <code>inverse</code> | Conformal latitude to geodetic latitude |



## Copy Semantics

Value. To learn how value classes affect copy operations, see Copying Objects in the MATLAB documentation.

## Examples

### Create a Conformal Latitude Converter Object and Set Property

```
grs80 = referenceEllipsoid('GRS 80');  
  
conv1 = map.geodesy.ConformalLatitudeConverter;  
conv1.Eccentricity = grs80.Eccentricity
```

```
conv1 =
```

```
ConformalLatitudeConverter with properties:
```

```
Eccentricity: 0.0818
```

### Create a Conformal Latitude Converter Object Specifying a Spheroid

```
grs80 = referenceEllipsoid('GRS 80');  
  
conv2 = map.geodesy.ConformalLatitudeConverter(grs80)
```

```
conv2 =
```

```
ConformalLatitudeConverter with properties:
```

```
Eccentricity: 0.0818
```

## See Also

[geocentricLatitude](#) | [parametricLatitude](#) | [map.geodesy.AuthalicLatitudeConverter](#) | [map.geodesy.IsometricLatitudeConverter](#) | [map.geodesy.RectifyingLatitudeConverter](#)

## Concepts

# map.geodesy.ConformalLatitudeConverter.forward

---

**Purpose** Geodetic latitude to conformal latitude

**Syntax**  
`chi = forward(converter, phi)`  
`chi = forward(converter, phi, angleUnit)`

**Description**  
`chi = forward(converter, phi)` returns the conformal latitude corresponding to the geodetic latitude `phi`.  
`chi = forward(converter, phi, angleUnit)` specifies the units of input `phi` and output `chi`.

## Input Arguments

### **converter**

Conformal latitude converter, specified as a scalar `map.geodesy.ConformalLatitudeConverter` object.

### **phi**

Geodetic latitude of one or more points, specified as a scalar value, vector, matrix, or N-D array of singles or doubles. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### **angleUnit**

Units of angles, specified as 'degrees' or 'radians'.

**Default:** 'degrees'

## Output Arguments

### **chi**

Conformal latitude of each element in `phi`, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise.

## Examples

### **Convert Geodetic Latitude Values to Conformal Values**

```
phi = [-90 -67.5 -45 -22.5 0 22.5 45 67.5 90];  
conv = map.geodesy.ConformalLatitudeConverter(wgs84Ellipsoid);
```

# map.geodesy.ConformalLatitudeConverter.forward

---

```
chi = forward(conv,phi)
```

```
chi =
```

```
-90.0000 -67.3637 -44.8077 -22.3643      0  22.3643  44.8077
```

# map.geodesy.ConformalLatitudeConverter.inverse

---

**Purpose** Conformal latitude to geodetic latitude

**Syntax**  
`phi = inverse(converter,chi)`  
`phi = inverse(converter,chi,angleUnit)`

**Description**  
`phi = inverse(converter,chi)` returns the geodetic latitude corresponding to the conformal latitude `chi`.  
`phi = inverse(converter,chi,angleUnit)` specifies the units of input `chi` and output `phi`.

## Input Arguments

### **converter**

Conformal latitude converter, specified as a scalar `map.geodesy.ConformalLatitudeConverter` object.

### **chi**

Conformal latitude of one or more points, specified as a scalar value, vector, matrix, or N-D array of `singles` or `doubles`. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise. .

### **angleUnit**

Units of angles, specified as `'degrees'` or `'radians'`. Data type: `char`.

**Default:** `'degrees'`

## Output Arguments

### **phi**

Geodetic latitude of each element in `chi`, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise.

## Examples

### **Convert Conformal Latitude Values to Geodetic Values**

```
chi = [-90 -67.3637 -44.8077 -22.3643 0 22.3643 44.8077 67.3637 90];
```

# map.geodesy.ConformalLatitudeConverter.inverse

---

```
conv = map.geodesy.ConformalLatitudeConverter(wgs84Ellipsoid);  
phi = inverse(conv,chi)
```

```
phi =
```

```
-90.0000 -67.5000 -45.0000 -22.5000 0 22.5000 45.0000
```

# map.geodesy.IsometricLatitudeConverter

---

**Purpose** Convert between geodetic and isometric latitudes

**Description** The isometric latitude is a nonlinear function of the geodetic latitude that is directly proportional to the spacing of parallels, relative to the Equator, in an ellipsoidal Mercator projection. It is a dimensionless quantity and, unlike other types of auxiliary latitude, the isometric latitude is not angle-valued. It equals  $\text{Inf}$  at the north pole and  $-\text{Inf}$  at the south pole. A `map.geodesy.IsometricLatitudeConverter` object provides conversion methods between geodetic and isometric latitudes for an ellipsoid with a given eccentricity.

**Construction** `converter = map.geodesy.IsometricLatitudeConverter` returns an isometric latitude converter object for a sphere (with `Eccentricity 0`).

`converter = map.geodesy.IsometricLatitudeConverter(spheroid)` returns an isometric latitude converter object with `Eccentricity` matching the specified spheroid object.

## Input Arguments

### spheroid

Reference spheroid, specified as a scalar `referenceEllipsoid`, `oblateSpheroid`, and `referenceSphere` object.

**Properties** **Eccentricity**

`Eccentricity` is a scalar double falling in the interval `[0 0.5]`. (Eccentricities larger than 0.5 are possible in theory, but do not occur in practice and are not supported.)

## Methods

|                      |                                                  |
|----------------------|--------------------------------------------------|
| <code>forward</code> | Convert between geodetic and isometric latitudes |
| <code>inverse</code> | Isometric latitude to geodetic latitude          |

## Copy Semantics

Value. To learn how value classes affect copy operations, see Copying Objects in the MATLAB documentation.

## Examples

### Create an Isometric Latitude Converter Object and Set Property

```
grs80 = referenceEllipsoid('GRS 80');  
  
conv1 = map.geodesy.IsometricLatitudeConverter;  
conv1.Eccentricity = grs80.Eccentricity
```

```
conv1 =
```

```
IsometricLatitudeConverter with properties:
```

```
Eccentricity: 0.0818
```

### Create an Isometric Latitude Converter Object Specifying Spheroid

```
grs80 = referenceEllipsoid('GRS 80');  
  
conv2 = map.geodesy.IsometricLatitudeConverter(grs80)
```

```
conv2 =
```

```
IsometricLatitudeConverter with properties:
```

```
Eccentricity: 0.0818
```

## See Also

[geocentricLatitude](#) | [parametricLatitude](#) | [map.geodesy.AuthalicLatitudeConverter](#) | [map.geodesy.ConformalLatitudeConverter](#) | [map.geodesy.RectifyingLatitudeConverter](#)

## Concepts

# map.geodesy.IsometricLatitudeConverter.forward

---

**Purpose** Convert between geodetic and isometric latitudes

**Syntax**  
`psi = forward(converter, phi)`  
`psi = forward(converter, phi, angleUnit)`

**Description**  
`psi = forward(converter, phi)` returns the isometric latitude corresponding to geodetic latitude `phi`.  
`psi = forward(converter, phi, angleUnit)` specifies the units of input `phi`.

## Input Arguments

### **converter**

Isometric latitude converter, specified as a scalar `map.geodesy.IsometricLatitudeConverter` object.

### **phi**

Geodetic latitude of one or more points, specified as a scalar value, vector, matrix, or N-D array of `singles` or `doubles`. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### **angleUnit**

Units of angles, specified as `'degrees'` or `'radians'`.

**Default:** `'degrees'`

## Output Arguments

### **psi**

Isometric latitude of each element in `phi`, returned as a scalar value, vector, matrix, or N-D array. Unlike `phi`, isometric latitude is a dimensionless number and does not have an angle unit.

## Examples

### **Convert Geodetic Latitude Values to Isometric Values**

```
phi = [-90 -67.5 -45 -22.5 0 22.5 45 67.5 90];  
conv = map.geodesy.IsometricLatitudeConverter(wgs84Ellipsoid);  
psi = forward(conv, phi)
```



# map.geodesy.IsometricLatitudeConverter.forward

---

psi =

-Inf   -1.6087   -0.8766   -0.4006   0   0.4006   0.8766

# map.geodesy.IsometricLatitudeConverter.inverse

---

|                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Isometric latitude to geodetic latitude                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>Syntax</b>           | <pre>phi = inverse(converter,psi) phi = inverse(converter,psi,angleUnit)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Description</b>      | <p><code>phi = inverse(converter,psi)</code> returns the geodetic latitude corresponding to the isometric latitude <code>psi</code>.</p> <p><code>phi = inverse(converter,psi,angleUnit)</code> where <code>angleUnit</code> specifies the units of output <code>phi</code>.</p>                                                                                                                                                                                                                       |
| <b>Input Arguments</b>  | <p><b>converter</b></p> <p>Isometric latitude converter, specified as a scalar <code>map.geodesy.IsometricLatitudeConverter</code> object.</p> <p><b>psi</b></p> <p>Isometric latitude of one or more points, specified as a scalar value, vector, matrix, or N-D array of singles or doubles. Isometric latitude is a dimensionless number and does not have an angle unit.</p> <p><b>angleUnit</b></p> <p>Units of angles, specified as 'degrees' or 'radians'.</p> <p><b>Default:</b> 'degrees'</p> |
| <b>Output Arguments</b> | <p><b>phi</b></p> <p>Geodetic latitude of one or more points, specified as a scalar value, vector, matrix, or N-D array of singles or doubles. Units are determined by the input argument <code>angleUnit</code>, if supplied, and in degrees, otherwise.</p>                                                                                                                                                                                                                                          |
| <b>Examples</b>         | <p><b>Convert Isometric Latitude Values to Geodetic Values</b></p> <pre>psi = [-Inf -1.6087 -0.87663 -0.40064 0 0.40064 0.87663 1.6087 Inf]; conv = map.geodesy.IsometricLatitudeConverter(wgs84Ellipsoid);</pre>                                                                                                                                                                                                                                                                                      |

# map.geodesy.IsometricLatitudeConverter.inverse

---

```
phi = inverse(conv,psi)
```

```
phi =
```

```
Columns 1 through 8
```

```
-90.0000 -67.5001 -44.9998 -22.5002      0  22.5002  44.9998
```

```
Column 9
```

```
90.0000
```

# map.geodesy.RectifyingLatitudeConverter

---

**Purpose** Convert between geodetic and rectifying latitudes

**Description** The rectifying latitude maps an ellipsoid (oblate spheroid) to a sphere while preserving the distances along the meridians. Rectifying latitudes are used when implementing map projections, such as Equidistant Cylindrical, that preserve such distances. A `map.geodesy.RectifyingLatitudeConverter` object provides conversion methods between geodetic and rectifying latitudes for an ellipsoid with a given third flattening.

**Construction** `converter = map.geodesy.RectifyingLatitudeConverter` returns a rectifying latitude converter object for a sphere (with `ThirdFlattening 0`).

`converter = map.geodesy.RectifyingLatitudeConverter(spheroid)` returns a rectifying latitude converter object with `ThirdFlattening` matching the specified spheroid object.

## Input Arguments

### spheroid

Reference spheroid, specified as a scalar `referenceEllipsoid`, `oblateSpheroid`, and `referenceSphere` object.

**Properties** **ThirdFlattening**

Scalar double falling in the interval  $[0, \text{ecc}2n(0.5)]$ , or approximately  $[0 \ 0.071797]$ . (Flatter spheroids are possible in theory, but do not occur in practice and are not supported.)

## Methods

|                      |                                          |
|----------------------|------------------------------------------|
| <code>forward</code> | Geodetic latitude to rectifying latitude |
| <code>inverse</code> | Rectifying latitude to geodetic latitude |

## Copy Semantics

Value. To learn how value classes affect copy operations, see Copying Objects in the MATLAB documentation.

## Examples

### Create a Rectifying Latitude Converter Object and Set Property

```
grs80 = referenceEllipsoid('GRS 80');  
  
conv1 = map.geodesy.RectifyingLatitudeConverter;  
conv1.ThirdFlattening = grs80.ThirdFlattening
```

```
conv1 =
```

```
RectifyingLatitudeConverter with properties:
```

```
ThirdFlattening: 0.0017
```

### Create a Rectifying Latitude Converter Object, Specifying Spheroid

```
grs80 = referenceEllipsoid('GRS 80');  
  
conv2 = map.geodesy.RectifyingLatitudeConverter(grs80)
```

```
conv2 =
```

```
RectifyingLatitudeConverter with properties:
```

```
ThirdFlattening: 0.0017
```

## See Also

[geocentricLatitude](#) | [parametricLatitude](#) | [map.geodesy.AuthalicLatitudeConverter](#) | [map.geodesy.ConformalLatitudeConverter](#) | [map.geodesy.IsometricLatitudeConverter](#)

## Concepts

# map.geodesy.RectifyingLatitudeConverter.forward

---

## Purpose

Geodetic latitude to rectifying latitude

## Syntax

```
mu = forward(converter, phi)
mu = forward(converter, phi, angleUnit)
```

## Description

`mu = forward(converter, phi)` returns the rectifying latitude corresponding to geodetic latitude `phi`.

`mu = forward(converter, phi, angleUnit)` specifies the units of input `phi` and output `mu`.

## Input Arguments

### converter

Rectifying latitude converter, specified as a scalar `map.geodesy.IsometricLatitudeConverter` object.

### phi

Geodetic latitude of one or more points, specified as a scalar value, vector, matrix, or N-D array of `singles` or `doubles`. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### angleUnit

Units of angles, specified as `'degrees'` or `'radians'`.

**Default:** `'degrees'`

## Output Arguments

### mu

Rectifying latitude of each element in `phi`, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise.

## Examples

### Convert Geodetic Latitude Values to Rectifying Latitudes

```
phi = [-90 -67.5 -45 -22.5 0 22.5 45 67.5 90];
conv = map.geodesy.RectifyingLatitudeConverter(wgs84Ellipsoid);
```

# map.geodesy.RectifyingLatitudeConverter.forward

---

```
mu = forward(conv,phi)
```

```
mu =
```

```
-90.0000 -67.3978 -44.8557 -22.3981 0 22.3981 44.8557
```

# map.geodesy.RectifyingLatitudeConverter.inverse

---

## Purpose

Rectifying latitude to geodetic latitude

## Syntax

```
phi = inverse(converter,mu)
phi = inverse(converter,mu,angleUnit)
```

## Description

`phi = inverse(converter,mu)` returns the geodetic latitude corresponding to rectifying latitude `mu`.

`phi = inverse(converter,mu,angleUnit)` specifies the units of input `mu` and output `phi`.

## Input Arguments

### converter

Rectifying latitude converter, specified as a scalar `map.geodesy.RectifyingLatitudeConverter` object.

### mu

Rectifying latitude of one or more points, specified as a scalar value, vector, matrix, or N-D array of `singles` or `doubles`. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### angleUnit

Units of angles, specified as `'degrees'` or `'radians'`.

**Default:** `'degrees'`

## Output Arguments

### phi

Geodetic latitude of each element in `mu`, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise.

## Examples

### Convert Rectifying Latitude Values to Geodetic Latitudes

```
mu = [-90 -67.3978 -44.8557 -22.3981 0 22.3981 44.8557 67.3978 90];
conv = map.geodesy.RectifyingLatitudeConverter(wgs84Ellipsoid);
```



# map.geodesy.RectifyingLatitudeConverter.inverse

---

```
phi = inverse(conv,mu)
```

```
phi =
```

```
-90.0000 -67.5000 -45.0000 -22.5000      0  22.5000  45.0000
```

# map2pix

---

**Purpose** Convert map coordinates to pixel coordinates

**Syntax**

```
[row,col] = map2pix(R,x,y)
p = map2pix(R,x,y)
[...] = map2pix(R,s)
```

**Description** `[row,col] = map2pix(R,x,y)` calculates pixel coordinates `row,col` from map coordinates `x,y`. `R` is either a 3-by-2 referencing matrix defining a 2-dimensional affine transformation from intrinsic pixel coordinates to map coordinates, or a map raster reference object. `x` and `y` are vectors or arrays of matching size. The outputs `row` and `col` have the same size as `x` and `y`.

`p = map2pix(R,x,y)` combines `row` and `col` into a single array `p`. If `x` and `y` are column vectors of length `n`, then `p` is an `n`-by-2 matrix and each `p(k,:)` specifies the pixel coordinates of a single point. Otherwise, `p` has size `[size(row) 2]`, and `p(k1,k2,...,kn,:)` contains the pixel coordinates of a single point.

`[...] = map2pix(R,s)` combines `x` and `y` into a single array `s`. If `x` and `y` are column vectors of length `n`, the `s` should be an `n`-by-2 matrix such that each row (`s(k,:)`) specifies the map coordinates of a single point. Otherwise, `s` should have size `[size(X) 2]`, and `s(k1,k2,...,kn,:)` should contain the map coordinates of a single point.

**Examples**

```
% Find the pixel coordinates for the spatial coordinates
% (207050, 912900)
R = worldfileread('concord_ortho_w.tfw');
[r,c] = map2pix(R, 207050, 912900);
```

**See Also** [latlon2pix](#) | [makereformat](#) | [pix2map](#) | [worldfileread](#)

**Purpose** Compute bounding box of georeferenced image or data grid

**Syntax**

```
bbox = mapbbox(R, height, width)
bbox = mapbbox(R, sizea)
BBOX = mapbbox(info)
```

**Description** `bbox = mapbbox(R, height, width)` computes the 2-by-2 bounding box of a georeferenced image or regular gridded data set. `R` is either a 3-by-2 referencing matrix defining a 2-dimensional affine transformation from intrinsic pixel coordinates to map coordinates, or a object. `height` and `width` are the image dimensions. `bbox` bounds the outer edges of the image in map coordinates:

```
[minX minY
  maxX maxY]
```

`bbox = mapbbox(R, sizea)` accepts `sizea = [height, width, ...]` instead of `height` and `width`.

`BBOX = mapbbox(info)` accepts a scalar struct array with the fields

|             |                           |
|-------------|---------------------------|
| 'RefMatrix' | 3-by-2 referencing matrix |
| 'Height'    | Scalar number             |
| 'Width'     | Scalar number             |

**See Also** `geotiffinfo` | `makerefmat` | `mapoutline` | `pixcenters` | `pix2map`

# maplist

---

**Purpose** Available Mapping Toolbox map projections

**Syntax** `list = maplist`  
`[list,defproj] = maplist`

**Description** `list = maplist` returns a structure that lists all the available Mapping Toolbox map projections. The list structure is `list.Name`, `list.IdString`, `list.Classification`, `list.ClassCode`. This list structure is used by the functions `maps` and `axesmui` when processing map projection identifiers during operation of the toolbox functions.

`[list,defproj] = maplist` also returns the default projection's `IdString`.

`list.Name` defines the full name of the projection. This entry is used in the command-line table display and in the Projection Control Box.

`list.IdString` provides the name of the MATLAB function that computes the projection.

`list.Classification` defines the projection classification that is used in the command-line table display.

`list.ClassCode` defines the character string that is used to label the classes of projections in the Projection Control Box. The eight class codes are

- `Azim` — Azimuthal
- `Coni` — Conic
- `Cyln` — Cylindrical
- `Mazi` — Modified azimuthal
- `Pazi` — Pseudoazimuthal
- `Pcon` — Pseudoconic
- `Pcy` — Pseudocylindrical
- `Poly` — Polyconic

When map projections are added to the toolbox, the list structure needs to be extended. For example, if a new projection is added to the default list, then a new entry in the list structure would be

```
list.Name(61)           = 'My Projection'  
list.IdString(61)      = 'newprojection';  
list.Classification(61) = 'New Projection Type';  
list.ClassCode(61)     = 'Code';
```

**See Also**

maps | axesmui

# mapoutline

---

**Purpose** Compute outline of georeferenced image or data grid

**Syntax**

```
[x,y] = mapoutline(R, height, width)
[x,y] = mapoutline(R, sizea)
[x,y] = mapoutline(info)
[x,y] = mapoutline(...,'close')
[lon,lat] = mapoutline(R,...)
outline = mapoutline(...)
```

**Description** `[x,y] = mapoutline(R, height, width)` computes the outline of a georeferenced image or regular gridded data set in map coordinates. `R` is either a 3-by-2 referencing matrix defining a 2-dimensional affine transformation from intrinsic pixel coordinates to map coordinates, or a object. `height` and `width` are the image dimensions. `x` and `y` are 4-by-1 column vectors containing the map coordinates of the outer corners of the corner pixels, in the following order:

```
(1,1), (height,1), (height, width), (1, width).
```

`[x,y] = mapoutline(R, sizea)` accepts `sizea = [height, width, ...]` instead of `height` and `width`.

`[x,y] = mapoutline(info)` accepts a scalar struct array with the fields

|             |                           |
|-------------|---------------------------|
| 'RefMatrix' | 3-by-2 referencing matrix |
| 'Height'    | Scalar number             |
| 'Width'     | Scalar number             |

`[x,y] = mapoutline(...,'close')` returns `x` and `y` as 5-by-1 vectors, appending the coordinates of the first of the four corners to the end.

`[lon,lat] = mapoutline(R,...)`, where `R` georeferences pixels to longitude and latitude rather than map coordinates, returns the outline in geographic coordinates. Longitude must precede latitude in the output argument list.

`outline = mapoutline(...)` returns the corner coordinates in a 4-by-2 or 5-by-2 array.

## Examples

Draw a red outline delineating the Boston GeoTIFF image, which is referenced to the Massachusetts Mainland State Plane coordinate system with units of survey feet.

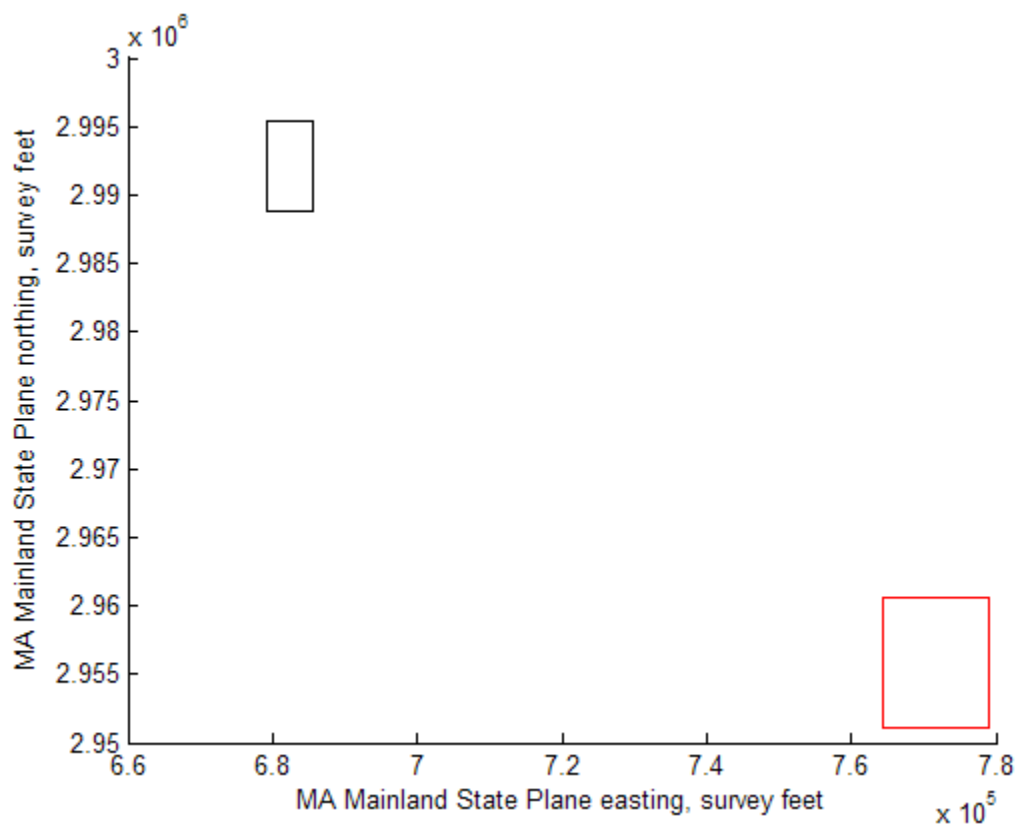
```
figure
info = geotiffinfo('boston.tif');
[x,y] = mapoutline(info, 'close');
hold on
plot(x,y,'r')
xlabel('MA Mainland State Plane easting, survey feet')
ylabel('MA Mainland State Plane northing, survey feet')
```

Draw a black outline delineating a TIFF image of Concord, Massachusetts, while lies roughly 25 km north west of Boston. Convert world file units to survey feet from meters to be consistent with the Boston image.

```
info = imfinfo('concord_ortho_w.tif');
R = worldfileread('concord_ortho_w.tfw');
R = R * unitsratio('sf','meter');
[x,y] = mapoutline(R, info.Height, info.Width, 'close');
plot(x,y,'k')
```

# mapoutline

---



## See Also

[makereformat](#) | [mapbbox](#) | [pixcenters](#) | [pix2map](#)



## Purpose

Planar point vector

## Syntax

```
p = mappoint()
p = mappoint(x,y)
p = mappoint(x,y,Name,Value)
p = mappoint(structArray)
p = mappoint(x,y,structArray)
```

## Description

A mappoint vector is a container object that holds planar point coordinates and attributes. The points are coupled, such that the size of the X and Y coordinate arrays are always equal and match the size of any dynamically added attribute arrays. Each entry of a coordinate pair and associated attributes, if any, represent a discrete element in the mappoint vector.

## Construction

`p = mappoint()` constructs an empty mappoint vector, `p`, with these default property settings:

```
p =
```

```
0x1 mappoint vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'
```

```
    Metadata: [1x1 struct]
```

```
Feature properties:
```

```
    X: []
```

```
    Y: []
```

For an additional example, see “Construct a Default mappoint Vector” on page 1-725.

`p = mappoint(x,y)` constructs a new mappoint vector and assigns the X and Y properties to the numeric array inputs, `lat` and `lon`. For an example, see “Construct a mappoint Vector from x and y Values” on page 1-725 .

`p = mappoint(x,y,Name,Value)` constructs a mappoint vector from input arrays `x` and `y`, and then adds dynamic properties to the mappoint vector using the `Name, Value` argument pairs.

- If a specified name is `Metadata` and the corresponding `Value` is a scalar structure, then the value is copied to the `Metadata` property. Otherwise, an error is issued.

For an example, see “Construct a mappoint Vector from `x`, `y`, and Temperature Values” on page 1-726.

`p = mappoint(structArray)` constructs a new mappoint vector from the fields of the structure, `structArray`. See for an example.

- If `structArray` is a scalar structure containing the field `Metadata` and the field value is a scalar structure, then the `Metadata` field is copied to the `Metadata` property. Otherwise, an error is issued if the `Metadata` field is not a structure, or ignored if `structArray` is not scalar.
- Other fields of `structArray` are assigned to `p` and become dynamic properties. Field values in `structArray` that are not numeric or strings or cell arrays of numeric or string values are ignored.

For an example, see “Construct a mappoint Vector from a Structure Array” on page 1-727.

`p = mappoint(x,y,structArray)` constructs a new mappoint vector and sets the `X` and `Y` properties equal to the numeric arrays, `x` and `y`, and sets dynamic properties from the field values of the structure, `structArray`.

- If `structArray` is a scalar structure containing the field `Metadata`, and the field value is a scalar structure, then it is copied to the `Metadata` property. Otherwise, an error is issued if the `Metadata` field is not a structure, or ignored if `structArray` is not scalar.

For an example, see “Construct a mappoint Vector from x and y Numeric Arrays and a Structure Array” on page 1-727.

### **Input Arguments**

#### **x**

vector of latitude coordinates

#### **Data Types**

double | single

#### **y**

vector of longitude coordinates

#### **Data Types**

double | single

#### **structArray**

structure containing fields to be assigned as dynamic properties to p.

#### **Name**

Name of dynamic property

#### **Data Types**

char

#### **Value**

Property value associated with dynamic property **Name**. Values may be numeric, logical, char, or a cell array of strings.

### **Output Arguments**

#### **p**

mappoint vector.

## **Properties**

Each element in a mappoint vector is considered a feature. Feature properties contain one value (a scalar number or a string) for each

element in the mappoint vector. The `Latitude` and `Longitude` coordinate properties are feature properties as there is one value for each feature.

`Geometry` and `Metadata` are collection properties. These properties contain only one value per class instance. The term *collection* is used to distinguish these two properties from other feature properties which have values associated with each feature (element in a mappoint vector).

You can attach new dynamic feature properties to the object by using dot '.' notation. This is similar to adding dynamic fields to a structure. Dynamic feature properties apply to each individual feature in the mappoint vector. See "Construct a mappoint Vector for Two Features and Add Features Dynamically" on page 1-729 for an example.

## **Geometry**

String defining the type of geometry.

For mappoint, string is always 'point'.

### **Attributes:**

|          |        |
|----------|--------|
| Geometry | string |
|----------|--------|

## **Metadata**

Metadata is a scalar structure containing information for the entire set of mappoint vector elements. You can add any data type to the structure.

### **Attributes:**

|          |               |
|----------|---------------|
| Metadata | Scalar struct |
|----------|---------------|

## **X**

Vector of planar X coordinates. The values can be either a row or column vector.

### **Attributes:**

X single | double vector

**Y**

Vector of planar Y coordinates. The values can be either a row or column vector.

**Attributes:**

Y single | double vector

**Dynamic properties**

You can attach new properties to the object using dot '.' notation. The class type of the values for the dynamic properties must be either numeric, logical, char, or a cell array of strings.

**Methods**

|            |                                              |
|------------|----------------------------------------------|
| append     | Append features to mappoint vector           |
| cat        | Concatenate mappoint vectors                 |
| disp       | Display mappoint vector                      |
| fieldnames | Dynamic properties of mappoint vector        |
| isempty    | True if mappoint vector is empty             |
| isfield    | Returns true if dynamic property exists      |
| isprop     | Returns true if property exists              |
| length     | Number of elements in mappoint vector        |
| properties | properties of a mappoint vector              |
| rmfield    | Remove dynamic property from mappoint vector |

|         |                                             |
|---------|---------------------------------------------|
| rmprop  | Remove properties from mappoint vector      |
| size    | Size of mappoint vector                     |
| struct  | Convert mappoint vector to scalar structure |
| vertcat | Vertical concatenation for mappoint vectors |

## Copy Semantics

Value. To learn how value classes affect copy operations, see Copying Objects in the MATLAB documentation.

## Class Behaviors

- This example builds a default mappoint object and then dynamically adds a single feature.  
“Construct a mappoint Vector for One Feature” on page 1-728
- mappoint vectors autoresize all properties lengths to ensure they are equal in size when a new dynamic property is added or an existing property appended or shortened.  
“Construct a mappoint Vector for Two Features and Add Features Dynamically” on page 1-729
- The class syntax containing the Name-Value pair allows features to be included during object construction.  
“Construct a mappoint Specifying Two Features” on page 1-733
- The data for the following example resides in a MAT file containing oceanic depths.  
“Create a mappoint Vector from a MAT File” on page 1-733
- This example also accesses data from a file and loads it into a structure array. Features are then added to the mappoint illustrating a number of behaviors.  
“Assign Dynamic Features to mappoint Vector from a Structure Array” on page 1-736

- In this example, a feature is added to the mappoint vector using linear indexing.

“Append a Point by Indexing” on page 1-738

- Features can be sorted by using the indexing behavior of the mappoint class.

“Sort Dynamic Properties” on page 1-740

- This example demonstrates that input arguments *x* and *y* can be either row or column vectors.

“Row and Column Input Arguments” on page 1-742

## Examples

### Construct a Default mappoint Vector

Dynamically set the X and Y property values, and dynamically add Vertex property Z.

```
p = mappoint();
p.X = 1:3;
p.Y = 1:3;
p.Z = [10 10 10]
```

p =

3x1 mappoint vector with properties:

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  X: [1 2 3]
  Y: [1 2 3]
  Z: [10 10 10]
```

### Construct a mappoint Vector from x and y Values

Create a mappoint.

# mappoint

---

```
x = [40 50 60];  
y = [10, 11, 12];  
p = mappoint(x, y)
```

```
p =
```

```
3x1 mappoint vector with properties:
```

```
Collection properties:  
  Geometry: 'point'  
  Metadata: [1x1 struct]  
Feature properties:  
  X: [40 50 60]  
  Y: [10 11 12]
```

## **Construct a mappoint Vector from x, y, and Temperature Values**

```
x = 41:43;  
y = 1:3;  
temperature = 61:63;  
p = mappoint(x, y, 'Temperature', temperature)
```

```
p =
```

```
3x1 mappoint vector with properties:
```

```
Collection properties:  
  Geometry: 'point'  
  Metadata: [1x1 struct]  
Feature properties:  
  X: [41 42 43]  
  Y: [1 2 3]  
  Temperature: [61 62 63]
```



## Construct a mappoint Vector from a Structure Array

Create a structure array and then create a mappoint vector, specifying the array as input.

```
structArray = shaperead('boston_placenames')  
p = mappoint(structArray)
```

```
structArray =
```

```
13x1 struct array with fields:
```

```
    Geometry  
         X  
         Y  
        NAME  
    FEATURE  
        COORD
```

```
p =
```

```
13x1 mappoint vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'  
    Metadata: [1x1 struct]
```

```
Feature properties:
```

```
    X: [1x13 double]  
    Y: [1x13 double]  
    NAME: {1x13 cell}  
    FEATURE: {1x13 cell}  
    COORD: {1x13 cell}
```

## Construct a mappoint Vector from x and y Numeric Arrays and a Structure Array

```
[structArray, A] = shaperead('boston_placenames');  
x = [structArray.X];
```

```
y = [structArray.Y];
p = mappoint(x, y, A)

p =

13x1 mappoint vector with properties:

Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  X: [1x13 double]
  Y: [1x13 double]
  NAME: {1x13 cell}
  FEATURE: {1x13 cell}
  COORD: {1x13 cell}
```

## **Construct a mappoint Vector for One Feature**

```
x = 1;
y = 1;
p = mappoint(x, y)

p =

1x1 mappoint vector with properties:

Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  X: 1
  Y: 1
```

Add a feature dynamic property with a string value.

```
p.FeatureName = 'My Feature'
```

```
p =  
  
1x1 mappoint vector with properties:  
  
Collection properties:  
    Geometry: 'point'  
    Metadata: [1x1 struct]  
Feature properties:  
    X: 1  
    Y: 1  
    FeatureName: 'My Feature'
```

### **Construct a mappoint Vector for Two Features and Add Features Dynamically**

Create a mappoint vector.

```
x = [1 2];  
y = [10 10];  
p = mappoint(x, y)
```

```
p =  
  
2x1 mappoint vector with properties:  
  
Collection properties:  
    Geometry: 'point'  
    Metadata: [1x1 struct]  
Feature properties:  
    X: [1 2]  
    Y: [10 10]
```

Add a feature dynamic property.

```
p.FeatureName = {'Feature 1', 'Feature 2'}
```

```
p =
```

2x1 mappoint vector with properties:

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  X: [1 2]
  Y: [10 10]
  FeatureName: {'Feature 1' 'Feature 2'}
```

Add a numeric feature dynamic property.

```
p.ID = [1 2]
```

```
p =
```

2x1 mappoint vector with properties:

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  X: [1 2]
  Y: [10 10]
  FeatureName: {'Feature 1' 'Feature 2'}
  ID: [1 2]
```

Add a third feature. All properties are autosized so that all vector lengths match.

```
p(3).X = 3
```

```
p(3).Y = 10
```

```
p =
```

3x1 mappoint vector with properties:

```
Collection properties:
```

```

    Geometry: 'point'
    Metadata: [1x1 struct]
Feature properties:
    X: [1 2 3]
    Y: [10 10 10]
    FeatureName: {'Feature 1' 'Feature 2' ''}
    ID: [1 2 0]

```

Set the values for the ID feature dynamic property with more values than contained in X or Y. All properties are expanded to match in size.

```
p.ID = 1:4
```

```
p =
```

```
4x1 mappoint vector with properties:
```

```

Collection properties:
    Geometry: 'point'
    Metadata: [1x1 struct]
Feature properties:
    X: [1 2 3 0]
    Y: [10 10 10 0]
    FeatureName: {'Feature 1' 'Feature 2' '' ''}
    ID: [1 2 3 4]

```

Set the values for the ID feature dynamic property with less values than contained in X or Y. The ID property values expand to match the length of X and Y.

```
p.ID = 1:2
```

```
p =
```

```
4x1 mappoint vector with properties:
```

```

Collection properties:
    Geometry: 'point'

```

```
Metadata: [1x1 struct]
Feature properties:
  X: [1 2 3 0]
  Y: [10 10 10 0]
  FeatureName: {'Feature 1' 'Feature 2' '' ''}
  ID: [1 2 0 0]
```

Set the values of either coordinate property (X or Y) with fewer values. All properties shrink in size to match the new length.

```
p.X = 1:2
```

```
p =
```

```
2x1 mappoint vector with properties:
```

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  X: [1 2]
  Y: [10 10]
  FeatureName: {'Feature 1' 'Feature 2'}
  ID: [1 2]
```

Remove the FeatureName (or ID) property by setting its value to [].

```
p.FeatureName = []
```

```
p =
```

```
2x1 mappoint vector with properties:
```

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  X: [1 2]
```

```
Y: [10 10]
ID: [1 2]
```

Remove all dynamic properties and set the object to empty by setting a coordinate property value to [].

```
p.X = []
```

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  X: []
  Y: []
```

### **Construct a mappoint Specifying Two Features**

```
point = mappoint([42 44], [10, 11], 'Temperature', [63 65])
```

```
point =
```

```
2x1 mappoint vector with properties:
```

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  X: [42 44]
  Y: [10 11]
  Temperature: [63 65]
```

### **Create a mappoint Vector from a MAT File**

Load data from the seamount MAT-file and construct a mappoint vector to hold the coordinates.

```
seamount = load('seamount');
p = mappoint(seamount.x, seamount.y, 'Z', seamount.z);
```

Create a level list to use to bin the z values and create a list of color values for each level.

```
levels = [unique(floor(seamount.z/1000)) * 1000; 0];  
colors = {'red', 'green', 'blue', 'cyan', 'black'};
```

Add a `MinLevel` and `MaxLevel` feature property to indicate the lowest and highest binned level. Add a dynamic feature property to indicate the Z coordinate. Add a dynamic feature property to indicate a binned level value and a color value for a given level. Include metadata information from the MAT-file.

```
for k = 1:length(levels) - 1  
    index = levels(k) <= p.Z & p.Z < levels(k+1);  
    p(index).MinLevel = levels(k);  
    p(index).MaxLevel = levels(k+1) - 1;  
    p(index).Color = colors{k};  
end
```

Add metadata information. `Metadata` is a scalar structure containing information for the entire set of properties. Any type of data may be added to the structure.

```
p.Metadata.Caption = seamount.caption;  
p.Metadata
```

```
ans =
```

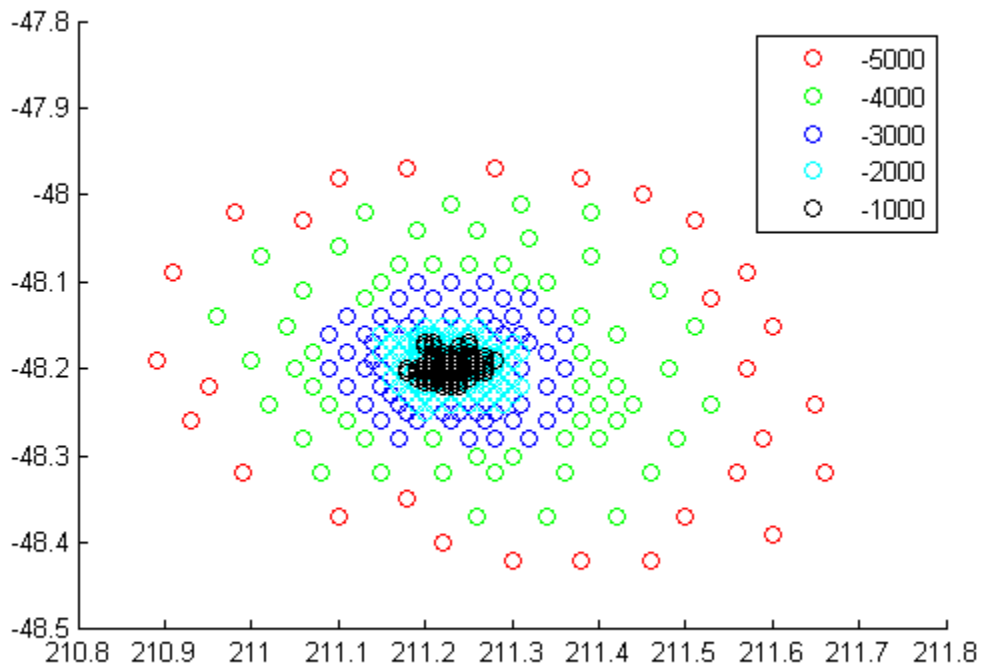
```
    Caption: [1x229 char]
```

Display the point data as a 2-D plot.

```
figure  
minLevels = unique(p.MinLevel);  
for k=1:length(minLevels)  
    index = p.MinLevel == minLevels(k);  
    mapshow(p(index).X, p(index).Y, ...  
        'MarkerEdgeColor', p(find(index,1)).Color, ...
```

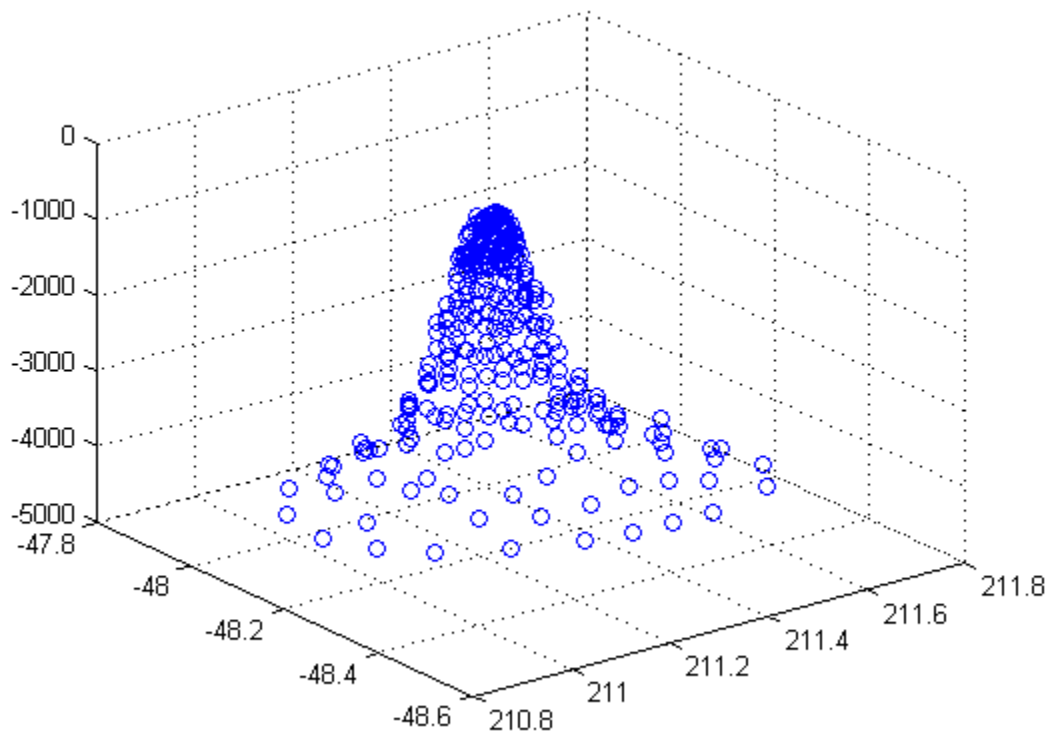


```
'Marker', 'o', ...  
'DisplayType', 'point')  
end  
legend(num2str(minLevels'))
```



Display the point data as a 3-D scatter plot.

```
figure  
scatter3(p.X, p.Y, p.Z)
```



## Assign Dynamic Features to mappoint Vector from a Structure Array

```
structArray = shaperead('boston_placenames');  
p = mappoint();  
p.X = [structArray.X];  
p.Y = [structArray.Y];  
p.Name = {structArray.NAME}
```

```
p =
```

13x1 mappoint vector with properties:

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  X: [1x13 double]
  Y: [1x13 double]
  Name: {1x13 cell}
```

Construct a mappoint vector from a structure array using the constructor syntax.

```
filename = 'boston_placenames.shp';
structArray = shaperead(filename);
p = mappoint(structArray)
```

p =

13x1 mappoint vector with properties:

```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  X: [1x13 double]
  Y: [1x13 double]
  NAME: {1x13 cell}
  FEATURE: {1x13 cell}
  COORD: {1x13 cell}
```

Add a Filename field to the Metadata structure. Display the first five points and the Metadata structure.

```
p.Metadata.Filename = filename;
p(1:5)
p.Metadata
```

```
ans =  
  
5x1 mappoint vector with properties:  
  
Collection properties:  
  Geometry: 'point'  
  Metadata: [1x1 struct]  
Feature properties:  
  X: [2.3403e+05 2.3357e+05 2.3574e+05 2.3627e+05 2.3574e+05]  
  Y: [900038 9.0019e+05 9.0113e+05 9.0097e+05 9.0036e+05]  
  NAME: {1x5 cell}  
  FEATURE: {'PPL-SUBDVSN' ' MARSH' ' HILL' ' PPL' ' PENINSULA'}  
  COORD: {1x5 cell}  
  
ans =  
  
  Filename: 'boston_placenames.shp'
```

## Append a Point by Indexing

Append Paderborn Germany to the vector of world cities.

```
p = mappoint(shaperead('worldcities.shp'));  
x = 51.715254;  
y = 8.75213;  
p = append(p, x, y, 'Name', 'Paderborn');  
p(end)
```

```
ans =  
  
1x1 mappoint vector with properties:  
  
Collection properties:  
  Geometry: 'point'  
  Metadata: [1x1 struct]  
Feature properties:  
  X: 51.7153  
  Y: 8.7521
```

```
Name: 'Paderborn'
```

You can also add a point to the end of the vector using linear indexing.  
Add Arlington, Virginia to the end of the vector.

```
p(end+1).X = 38.880043;  
p(end).Y = -77.196676;  
p(end).Name = 'Arlington';  
p(end-1:end)
```

```
ans =
```

```
2x1 mappoint vector with properties:
```

```
Collection properties:
```

```
Geometry: 'point'
```

```
Metadata: [1x1 struct]
```

```
Feature properties:
```

```
X: [51.7153 38.8800]
```

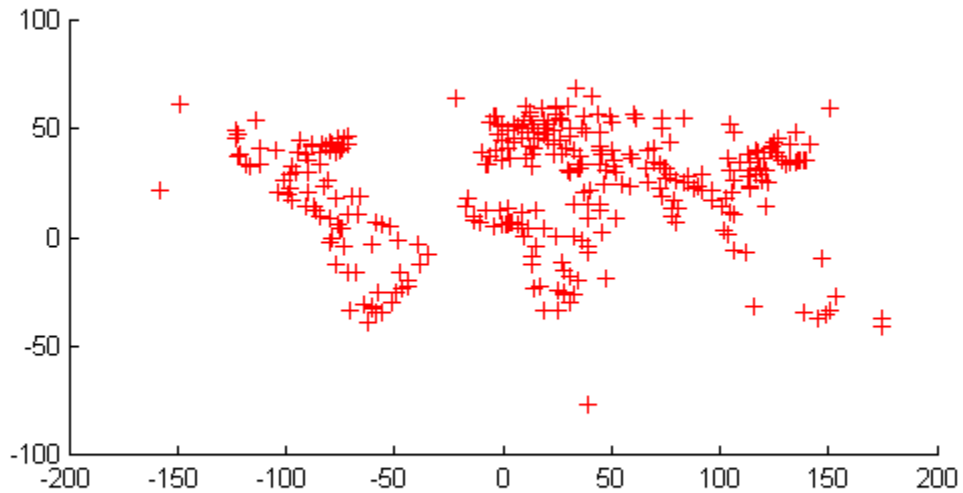
```
Y: [8.7521 -77.1967]
```

```
Name: {'Paderborn' 'Arlington'}
```

```
% Plot the points
```

```
figure
```

```
mapshow(p.X, p.Y, 'DisplayType', 'point')
```



## Sort Dynamic Properties

Construct a mappoint vector and sort the dynamic properties.

```
p = mappoint(shaperead('tsunamis'));  
p = p(:, sort(fieldnames(p)))
```

```
p =
```

```
162x1 mappoint vector with properties:
```

```

Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Feature properties:
  X: [1x162 double]
  Y: [1x162 double]
  Cause: {1x162 cell}
  Cause_Code: [1x162 double]
  Country: {1x162 cell}
  Day: [1x162 double]
  Desc_Deaths: [1x162 double]
  Eq_Mag: [1x162 double]
  Hour: [1x162 double]
  Iida_Mag: [1x162 double]
  Intensity: [1x162 double]
  Location: {1x162 cell}
  Max_Height: [1x162 double]
  Minute: [1x162 double]
  Month: [1x162 double]
  Num_Deaths: [1x162 double]
  Second: [1x162 double]
  Val_Code: [1x162 double]
  Validity: {1x162 cell}
  Year: [1x162 double]

```

Modify the mappoint vector to contain only the dynamic properties, 'Year', 'Month', 'Day', 'Hour', 'Minute'.

```
p = p(:, {'Year', 'Month', 'Day', 'Hour', 'Minute'})
```

```
p =
```

```
162x1 mappoint vector with properties:
```

```

Collection properties:
  Geometry: 'point'

```

```
Metadata: [1x1 struct]
Feature properties:
    X: [1x162 double]
    Y: [1x162 double]
    Year: [1x162 double]
    Month: [1x162 double]
    Day: [1x162 double]
    Hour: [1x162 double]
    Minute: [1x162 double]
```

Display the first 5 elements.

```
p(1:5)
```

```
ans =
```

```
5x1 mappoint vector with properties:
```

```
Collection properties:
    Geometry: 'point'
    Metadata: [1x1 struct]
Feature properties:
    X: [128.3000 -156 157.9500 143.8500 -155]
    Y: [-3.8000 19.5000 -9.0200 42.1500 19.1000]
    Year: [1950 1951 1951 1952 1952]
    Month: [10 8 12 3 3]
    Day: [8 21 22 4 17]
    Hour: [3 10 NaN 1 3]
    Minute: [23 57 NaN 22 58]
```

## Row and Column Input Arguments

Input argument `x` and `y` values can be either  $N \times 2$  or  $2 \times M$  arrays.

If you typically store `x` and `y` coordinate values in a  $N$ -by-2 or 2-by- $M$  array, you can assign a `mappoint` object to these numeric values. If the values are stored in a  $N$ -by-2 array, then the `X` property values are assigned to the first column and the `Y` property values are assigned to the second column.



```
x = 1:10;
y = 21:30;
pts = [x' y'];
p = mappoint;
p(1:length(pts)) = pts
```

```
p =
```

```
10x1 mappoint vector with properties:
```

```
Collection properties:
```

```
Geometry: 'point'
```

```
Metadata: [1x1 struct]
```

```
Feature properties:
```

```
X: [1 2 3 4 5 6 7 8 9 10]
```

```
Y: [21 22 23 24 25 26 27 28 29 30]
```

If the values are stored in a 2-by-M array, then the X property values are assigned to the first row and the Y property values are assigned to the second row. `pts = [x; y];`

```
pts = [x; y];
p(1:length(pts)) = pts
```

```
p =
```

```
10x1 mappoint vector with properties:
```

```
Collection properties:
```

```
Geometry: 'point'
```

```
Metadata: [1x1 struct]
```

```
Feature properties:
```

```
X: [1 2 3 4 5 6 7 8 9 10]
```

```
Y: [21 22 23 24 25 26 27 28 29 30]
```

## See Also

[gpxread](#) | [shaperead](#) | [geopoint](#) | [geoshape](#) | [mapshape](#)

# mappoint.append

---

**Purpose** Append features to mappoint vector

**Syntax**  
`outPoints = append(inPoints,x,y)`  
`outPoints = append( __ ,field,value,...)`

**Description**  
`outPoints = append(inPoints,x,y)` appends the vector, `x` to the X property of the mappoint vector, `inPoints`, and the vector, `y`, to the Y property of `inPoints`.  
`outPoints = append( __ ,field,value,...)` appends the values specified in `value` to the corresponding dynamic property, `field`. If the property does not exist, `append` adds the dynamic property to the object using the value of `field` for the name and assigning the field the value specified in `value`.

## Input Arguments

### **inPoints**

mappoint vector.

### **x**

Numeric vector of X values, of class `single` or `double`.

### **y**

Numeric vector of Y values, of class `single` or `double`.

### **field**

Field name, specified as a string. Field can specify the name of an existing property in the mappoint vector or the name you want assigned to a new property that you want to add to the mappoint vector.

### **value**

Value you want to assign to the property specified by `field`, specified as a cell array, scalar, or vector of any numeric class or logical.

- When value is a cell array, `append` adds the property as a Vertex property.
- When value is a numeric array, `append` adds the property as a Feature property.
- When value is empty, `append` removes the property.

## Output Arguments

### `outPoints`

Modified mappoint vector with additional entries in X and Y fields along with any new fields for dynamic properties that you added.

## Examples

### Append Values to Fields

Append values to existing fields of a mappoint vector.

```
p = mappoint(42,-110, 'Temperature', 65);  
p = append(p, 42.1, -110.4, 'Temperature', 65.5)
```

```
p =
```

```
2x1 mappoint vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'
```

```
    Metadata: [1x1 struct]
```

```
Feature properties:
```

```
    X: [42 42.1000]
```

```
    Y: [-110 -110.4000]
```

```
    Temperature: [65 65.5000]
```

### Append Dynamic Property

Create mappoint vector and append dynamic property to it.

```
p = mappoint(42,-110, 'Temperature', 65);  
p = append(p, 42.2, -110.5, 'Temperature', 65.6, 'Pressure', 100.0)
```

```
p =
```

# mappoint.append

---

2x1 mappoint vector with properties:

Collection properties:

Geometry: 'point'

Metadata: [1x1 struct]

Feature properties:

X: [42 42.2000]

Y: [-110 -110.5000]

Temperature: [65 65.6000]

Pressure: [0 100]

**See Also** `mappoint.vertcat`

|                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Concatenate mappoint vectors                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Syntax</b>           | <code>p = cat(dim,p1, p2, ...)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Description</b>      | <code>p = cat(dim,p1, p2, ...)</code> concatenates the mappoint vectors <code>p1,p2</code> and so on along dimensions <code>dim</code> . <code>dim</code> must be 1.                                                                                                                                                                                                                                                                                                                                                                |
| <b>Input Arguments</b>  | <b>p1, p2, ...</b><br>mappoint vectors to be concatenated.                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Output Arguments</b> | <b>p</b><br>Concatenated mappoint vector.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Examples</b>         | <b>Concatenate two mappoint vectors</b><br>Create two mappoint vectors and concatenate them to a single vector.<br><pre>pt1 = mappoint(42,-110, 'Temperature', 65);<br/>pt2 = mappoint(42.2, -110.5, 'Temperature', 65.6);<br/>p = cat(1,pt1,pt2)</pre> <p><code>p =</code></p> <p>2x1 mappoint vector with properties:</p> <p>Collection properties:<br/>    Geometry: 'point'<br/>    Metadata: [1x1 struct]</p> <p>Feature properties:<br/>    X: [42 42.2000]<br/>    Y: [-110 -110.5000]<br/>    Temperature: [65 65.6000]</p> |

**See Also** `mappoint.vertcat`

# mappoint.disp

---

**Purpose** Display mappoint vector

**Syntax** disp(p)

**Description** disp(p) prints the size of the mappoint vector, p, and its properties and dynamic properties, if they exist. If the command window is large enough, the values of the properties are also shown, otherwise only their size is shown. You can control the display of the numerical values by using the format command.

**Input Arguments** **p**  
mappoint vector.

## **Examples** **Display a mappoint vector**

Create mappoint vector and display it.

```
p = mappoint(shaperead('worldcities'));  
disp(p)  
disp(p(1:2))
```

```
318x1 mappoint vector with properties:
```

```
Collection properties:  
  Geometry: 'point'  
  Metadata: [1x1 struct]  
Feature properties:  
  X: [1x318 double]  
  Y: [1x318 double]  
  Name: {1x318 cell}
```

```
2x1 mappoint vector with properties:
```

```
Collection properties:  
  Geometry: 'point'  
  Metadata: [1x1 struct]
```

```
Feature properties:  
  X: [-3.9509 54.7589]  
  Y: [5.2985 24.6525]  
  Name: {'Abidjan' 'Abu Dhabi'}
```

**See Also**    `format` | `mappoint`

# mappoint.fieldnames

---

**Purpose** Dynamic properties of mappoint vector

**Syntax** `names = fieldnames(p)`

**Description** `names = fieldnames(p)` returns the names of the dynamic properties of the mappoint vector, `p`.

**Input Arguments** **p**  
mappoint vector for which the properties are to be queried.

**Output Arguments** **names**  
Names of the dynamic properties in the mappoint vector `p`

## **Examples** Find dynamic properties

Create mappoint vector and view its properties.

```
p = mappoint(shaperead('worldcities'))
fieldnames(p)
```

```
p =
```

```
318x1 mappoint vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'
```

```
    Metadata: [1x1 struct]
```

```
Feature properties:
```

```
    X: [1x318 double]
```

```
    Y: [1x318 double]
```

```
    Name: {1x318 cell}
```

```
ans =
```

```
    'Name'
```



**See Also** [mappoint.properties](#)

# mappoint.isempty

---

**Purpose** True if mappoint vector is empty

**Syntax** `tf = isempty(p)`

**Description** `tf = isempty(p)` returns true if the mappoint vector, `p`, is empty and false otherwise.

**Input Arguments** **p**  
mappoint vector.

## Examples **Check if a mappoint vector is empty**

Create mappoint vector and check if it's empty.

```
p = mappoint();  
isempty(p)
```

```
ans =
```

```
1
```

**See Also** `mappoint.end`

|                         |                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Returns true if dynamic property exists                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Syntax</b>           | <pre>tf = isfield(p,name) tf = isfield(p,names)</pre>                                                                                                                                                                                                                                                                                                                                                             |
| <b>Description</b>      | <p><code>tf = isfield(p,name)</code> returns true if the value specified by the string <code>name</code> is a dynamic property of the mappoint vector, <code>p</code>.</p> <p><code>tf = isfield(p,names)</code> return true for each element of the cell array, <code>names</code>, that is a dynamic property of <code>p</code>. <code>tf</code> is a logical array of the same size as <code>names</code>.</p> |
| <b>Input Arguments</b>  | <p><b>p</b><br/>mappoint vector.</p> <p><b>name</b><br/>Name of the dynamic property.</p> <p><b>names</b><br/>Cell array of names of dynamic properties.</p>                                                                                                                                                                                                                                                      |
| <b>Output Arguments</b> | <p><b>tf</b><br/>Boolean. 1 if <code>p</code> contains the specified fields or 0 otherwise.</p>                                                                                                                                                                                                                                                                                                                   |
| <b>Examples</b>         | <p><b>Check for fieldname</b></p> <p>Create mappoint vector and check is a particular fieldname exists in the vector.</p> <pre>p = mappoint(-33.961, 18.484, 'Name', 'Cape Town'); isfield(p, 'X') isfield(p, 'Name')</pre> <p>ans =</p> <p>0</p>                                                                                                                                                                 |

# mappoint.isfield

---

```
ans =
```

```
1
```

## See Also

`mappoint.isprop` | `mappoint.fieldnames`

|                         |                                                                                                                                                                                                                                                                                                                                                                                                           |
|-------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Returns true if property exists                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Syntax</b>           | <pre>tf = isprop(p,name) tf = isprop(p,names)</pre>                                                                                                                                                                                                                                                                                                                                                       |
| <b>Description</b>      | <p><code>tf = isprop(p,name)</code> returns true if the value specified by the string, <code>name</code> is a property of the mappoint vector, <code>p</code>.</p> <p><code>tf = isprop(p,names)</code> returns true for each element of the cell array of strings, <code>names</code>, that is a property of <code>p</code>. <code>tf</code> is a logical array the same size as <code>names</code>.</p> |
| <b>Input Arguments</b>  | <p><b>p</b><br/>mappoint vector.</p> <p><b>name</b><br/>String specifying the property of the mappoint vector, <code>p</code>.</p> <p><b>names</b><br/>Cell array of strings specifying the property of the mappoint vector, <code>p</code>.</p>                                                                                                                                                          |
| <b>Output Arguments</b> | <p><b>tf</b><br/>Boolean. 1 if the property exists with <code>p</code>, 0 otherwise.</p>                                                                                                                                                                                                                                                                                                                  |
| <b>Examples</b>         | <p><b>Check if property exists</b></p> <p>Create a mappoint vector and check if certain properties exist.</p> <pre>p = mappoint(-33.961, 18.484, 'Name', 'Cape Town'); isprop(p, 'X') isprop(p, 'Name')</pre> <p>ans =</p> <p>1</p>                                                                                                                                                                       |

# mappoint.isprop

---

```
ans =
```

```
1
```

## See Also

[mappoint.isfield](#) | [mappoint.properties](#)

|                         |                                                                                                                                                                   |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Number of elements in mappoint vector                                                                                                                             |
| <b>Syntax</b>           | <code>N = length(p)</code>                                                                                                                                        |
| <b>Description</b>      | <code>N = length(p)</code> returns the number of elements contained in the mappoint vector, <code>p</code> . The result is equivalent to <code>size(p,1)</code> . |
| <b>Input Arguments</b>  | <b>p</b><br>mappoint vector.                                                                                                                                      |
| <b>Output Arguments</b> | <b>N</b><br>Length of the mappoint vector, <code>p</code> .                                                                                                       |

## Examples **Create a mappoint vector and Get Its Length**

Create mappoint vector and get its length.

```
coast = load('coast');  
p = mappoint(coast.lat, coast.long);  
length(p)  
length(coast.lat)
```

```
ans =  
  
    9865
```

```
ans =  
  
    9865
```

**See Also** `mappoint.size`

# mappoint.properties

---

**Purpose** properties of a mappoint vector

**Syntax** `prop = properties(p)`  
`properties(p)`

**Description** `prop = properties(p)` returns a cell of the property names of the mappoint vector, `p`.  
`properties(p)` displays the names of the properties of `p`.

**Input Arguments** **p**  
mappoint vector.

**Output Arguments** **prop**  
Cell variable consisting of property names of the mappoint vector, `p`.

## **Examples** **properties of a mappoint vector**

Create a mappoint vector and display its properties.

```
p = mappoint(shaperead('tsunamis'));  
properties(p)
```

Properties for class mappoint:

```
Geometry  
Metadata  
X  
Y  
Year  
Month  
Day  
Hour  
Minute  
Second
```



Val\_Code  
Validity  
Cause\_Code  
Cause  
Eq\_Mag  
Country  
Location  
Max\_Height  
Iida\_Mag  
Intensity  
Num\_Deaths  
Desc\_Deaths

**See Also** `mappoint.fieldnames`

# mappoint.rmfield

---

**Purpose** Remove dynamic property from mappoint vector

**Syntax**  
`p = rmfield(p, fieldname)`  
`p = rmfield(p, fields)`

**Description** `p = rmfield(p, fieldname)` removes the field specified by the string, `fieldname`, from the mappoint vector, `p`.  
`p = rmfield(p, fields)` removes all the fields specified by the cell array, `fields`.

---

**Note** `rmfield` cannot remove X, Y and Metadata fields and the string specified is case sensitive.

---

**Input Arguments**

**p**  
mappoint vector.

**fieldname**  
Exact string representing the name of the property.

**fields**  
Cell array of strings specifying the names of the properties.

**Output Arguments**

**p**  
Updated mappoint vector with the field(s) removed.

**Examples** **Remove fields from a mappoint vector**

Create a mappoint vector and delete a field from it.

```
p = mappoint(shaperead('tsunamis'));  
p2 = rmfield(p, 'Geometry')
```

```
p2 =
```

162x1 mappoint vector with properties:

Collection properties:

Geometry: 'point'

Metadata: [1x1 struct]

Feature properties:

X: [1x162 double]

Y: [1x162 double]

Year: [1x162 double]

Month: [1x162 double]

Day: [1x162 double]

Hour: [1x162 double]

Minute: [1x162 double]

Second: [1x162 double]

Val\_Code: [1x162 double]

Validity: {1x162 cell}

Cause\_Code: [1x162 double]

Cause: {1x162 cell}

Eq\_Mag: [1x162 double]

Country: {1x162 cell}

Location: {1x162 cell}

Max\_Height: [1x162 double]

Iida\_Mag: [1x162 double]

Intensity: [1x162 double]

Num\_Deaths: [1x162 double]

Desc\_Deaths: [1x162 double]

## See Also

[mappoint.fieldnames](#) | [mappoint.rmprop](#)

# mappoint.rmprop

---

**Purpose** Remove properties from mappoint vector

**Syntax**  
`pF = rmprop(p,propname)`  
`pF = rmprop(p,propnames)`

**Description** `pF = rmprop(p,propname)` removes the property specified by the string, `propname` from the mappoint vector, `p`.  
`pF = rmprop(p,propnames)` removes all the properties specified in the cell array, `propnames`, from the mappoint vector, `p`. If `propnames` contains a coordinate property an error is issued.

---

**Note** `rmprop` cannot remove X, Y and Metadata fields and the string specified is case sensitive.

---

**Input Arguments** **p**  
mappoint vector.

**Output Arguments** **pF**  
Modified mappoint vector with the specified property(s) removed.

## Examples **Remove a property of a mappoint vector**

Create a mappoint vector and remove a property from the vector.

```
p = mappoint(shaperead('tsunamis'));  
p2 = rmprop(p, 'Validity')
```

```
p2 =
```

```
162x1 mappoint vector with properties:
```

```
Collection properties:  
    Geometry: 'point'
```

```
Metadata: [1x1 struct]
Feature properties:
    X: [1x162 double]
    Y: [1x162 double]
    Year: [1x162 double]
    Month: [1x162 double]
    Day: [1x162 double]
    Hour: [1x162 double]
    Minute: [1x162 double]
    Second: [1x162 double]
    Val_Code: [1x162 double]
    Cause_Code: [1x162 double]
    Cause: {1x162 cell}
    Eq_Mag: [1x162 double]
    Country: {1x162 cell}
    Location: {1x162 cell}
    Max_Height: [1x162 double]
    Iida_Mag: [1x162 double]
    Intensity: [1x162 double]
    Num_Deaths: [1x162 double]
    Desc_Deaths: [1x162 double]
```

**See Also** `mappoint.fieldnames`

# mappoint.size

---

|                         |                                                                                                                                                                                                                   |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Size of mappoint vector                                                                                                                                                                                           |
| <b>Syntax</b>           | <pre>SZ = size(p) SZ = size(p,1) SZ = size(p, n) [m,k] = size(p)</pre>                                                                                                                                            |
| <b>Description</b>      | <p>SZ = size(p) returns the vector [length(p), 1].</p> <p>SZ = size(p,1) returns the length of p.</p> <p>SZ = size(p, n) returns 1 for n &gt;= 2.</p> <p>[m,k] = size(p) returns length(p) for m and 1 for k.</p> |
| <b>Input Arguments</b>  | <p><b>p</b><br/>mappoint vector.</p> <p><b>n</b><br/>Number of the dimension at which size of p is required.</p>                                                                                                  |
| <b>Output Arguments</b> | <p><b>SZ</b><br/>Vector of the form [length(p), 1].</p> <p><b>m</b><br/>Length of p.</p> <p><b>k</b><br/>Length of second dimension of p. k is always 1.</p>                                                      |
| <b>Examples</b>         | <p><b>Size of a mappoint vector</b></p> <p>Create a mappoint vector and get its size.</p> <pre>coast = load('coast'); p = mappoint(coast.lat, coast.long); size(p)</pre>                                          |

```
ans =  
      9865      1
```

The second dimension is always 1.

## See Also

`mappoint.length` | `size`

# mappoint.struct

---

**Purpose** Convert mappoint vector to scalar structure

**Syntax** `S = struct(p)`

**Description** `S = struct(p)` converts the mappoint vector, `p`, to a scalar structure, `S`.

**Input Arguments** **p**  
mappoint vector.

**Output Arguments** **s**  
Scalar structure of the mappoint vector `p`.

## **Examples** **Converting a mappoint vector into struct**

Create a mappoint vector and convert it into a structure.

```
S = shaperead('worldcities');  
p = mappoint(S)  
S2 = struct(p)  
class(S2)
```

```
p =
```

```
318x1 mappoint vector with properties:
```

```
Collection properties:  
  Geometry: 'point'  
  Metadata: [1x1 struct]  
Feature properties:  
  X: [1x318 double]  
  Y: [1x318 double]  
  Name: {1x318 cell}
```

```
S2 =
```



```
Geometry: 'point'  
Metadata: [1x1 struct]  
    X: [1x318 double]  
    Y: [1x318 double]  
    Name: {1x318 cell}
```

```
ans =
```

```
struct
```

**See Also** [mappoint.properties](#)

# mappoint.vertcat

---

**Purpose** Vertical concatenation for mappoint vectors

**Syntax** `p = vertcat(p1,p2, ...)`

**Description** `p = vertcat(p1,p2, ...)` vertically concatenates the mappoint vector, `p1`, `p2`, and so on. If the class type of any property is a cell array, then the resultant field in the output `p` will also be a cell array.

**Input Arguments** **p1, p2, ...**  
mappoint vectors that need to be concatenated.

**Output Arguments** **p**  
Concatenated mappoint vector.

## Examples **Concatenate mappoint vectors**

Create two mappoint vectors and concatenate them.

```
pt1 = mappoint(42, -110, 'Temperature', 65, 'Name', 'point1');
pt2 = mappoint(42.1, -110.4, 'Temperature', 65.5, 'Name', 'point2');
pts = vertcat(pt1, pt2)
```

```
pts =
```

```
2x1 mappoint vector with properties:
```

```
Collection properties:
```

```
Geometry: 'point'
```

```
Metadata: [1x1 struct]
```

```
Feature properties:
```

```
X: [42 42.1000]
```

```
Y: [-110 -110.4000]
```

```
Temperature: [65 65.5000]
```

```
Name: {'point1' 'point2'}
```

**See Also** `mappoint.cat`

## Purpose

Interpolate between waypoints on regular data grid

## Syntax

```
[zi,ri,lat,lon] = mapprofile
[zi,ri,lat,lon] = mapprofile(Z,R,lat,lon)
[zi,ri,lat,lon] = mapprofile(Z,R,lat,lon,units)
[zi,ri,lat,lon] = mapprofile(Z,R,lat,lon,ellipsoid)
[zi,ri,lat,lon] = ...    mapprofile(Z,R,lat,lon,units,'trackmethod',
    'interpmethod')
[zi,ri,lat,lon] = ...    mapprofile(Z,R,lat,lon,ellipsoid,
    'trackmethod','interpmethod')
```

## Description

mapprofile plots a profile of values between waypoints on a displayed regular data grid. mapprofile uses the current object if it is a regular data grid, or the first regular data grid found on the current axes. The grid's zdata is used for the profile. The color data is used in the absence of zdata. The result is displayed in a new figure.

[zi,ri,lat,lon] = mapprofile returns the values of the profile without displaying them. The output zi contains interpolated values along great circles between the waypoints. ri is a vector of associated distances from the first waypoint in units of degrees of arc along the surface. lat and lon are the corresponding latitudes and longitudes.

[zi,ri,lat,lon] = mapprofile(Z,R,lat,lon) accepts as input a regular data grid and waypoint vectors. No displayed grid is required. Sets of waypoints may be separated by NaNs into line sequences. The output ranges are measured from the first waypoint within a sequence. R can be a geographic raster reference object, a referencing vector, or a referencing matrix.

If R is a geographic raster reference object, its RasterSize property must be consistent with size(Z).

If R is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If R is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to or from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If *R* is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel.

`[zi,ri,lat,lon] = mapprofile(Z,R,lat,lon,units)` specifies the units of the output ranges along the profile. Valid range units inputs are any distance string recognized by `unitsratio`. Surface distances are computed using the default radius of the earth. If omitted, 'degrees' are assumed.

`[zi,ri,lat,lon] = mapprofile(Z,R,lat,lon,ellipsoid)` uses the provided ellipsoid definition in computing the range along the profile. `ellipsoid` is a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form `[semimajor_axis eccentricity]`. The output range is reported in the same distance units as the semimajor axes of the ellipsoid. If omitted, the range vector is for a sphere.

```
[zi,ri,lat,lon] = ...  
mapprofile(Z,R,lat,lon,units,'trackmethod','interpmethod')  
and [zi,ri,lat,lon] = ... mapprofile(Z,R,lat,lon,ellipsoid,  
'trackmethod','interpmethod')
```

 control the interpolation methods used. Valid track methods are 'gc' for great circle tracks between waypoints, and 'rh' for rhumb lines. Valid methods for interpolation within the matrix are 'bilinear' for linear interpolation, 'bicubic' for cubic interpolation, and 'nearest' for nearest neighbor interpolation. If omitted, 'gc' and 'bilinear' are assumed.

## Examples

### Example 1

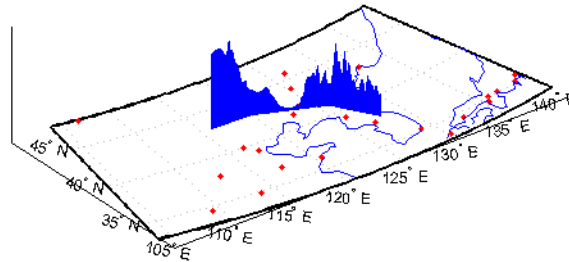
Create a map axes for the Korean peninsula. Specify an elevation profile across the sample Korean digital elevation data and plot it, combined with a coastline and city markers:

```
load korea  
h = worldmap(map, refvec); % The figure has no map content.  
plat = [ 43 43 41 38];
```

```

plon = [116 120 126 128];
mapprofile(map, refvec, plat, plon)
load coast
plotm(lat, long)
geoshow('worldcities.shp', 'Marker', '.', 'Color', 'red')

```



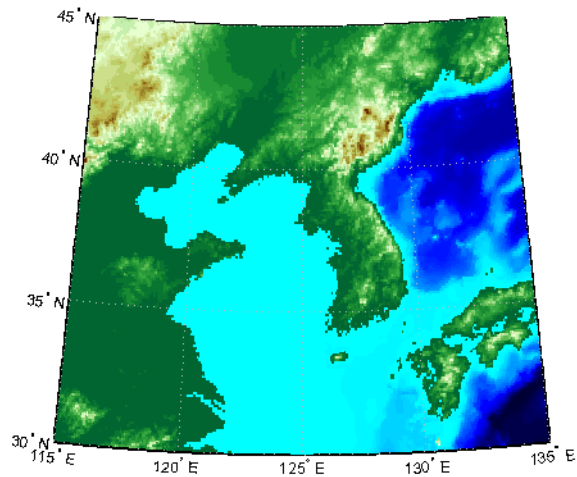
When you select more than two waypoints, the automatically generated figure displays the result in three dimensions. The following example shows the relative sizes of the mountains in northern China compared to the depths of the Sea of Japan. The call to `mapprofile` without input arguments requires you to interactively pick waypoints on the figure using the mouse, and press **Enter** after you select the final point:

```

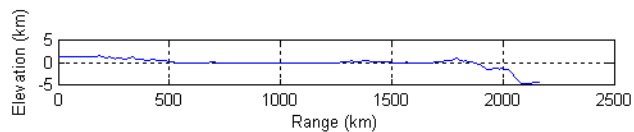
axes(h);
meshm(map, refvec, size(map))
demcmap(map)
[zi,ri,lat,lon] = mapprofile

```

Adding output arguments suppresses the display of the results in a new figure. You can then use the results in further calculations or display the results yourself. Here the profile from the upper left to lower right is computed from waypoints interactively picked on the map (your profile will not be identical to what is shown below). The example converts ranges and elevations to kilometers and displays them in a new figure, setting the vertical exaggeration factor to 20. With no vertical exaggeration, the changes in elevation would be almost too small to see.



```
figure
plot(deg2km(ri),zi/1000)
daspect([ 1 1/20 1 ]);
xlabel 'Range (km)'
ylabel 'Elevation (km)'
```



Naturally, the profile you get depends on the transect locations you pick.

## Example 2

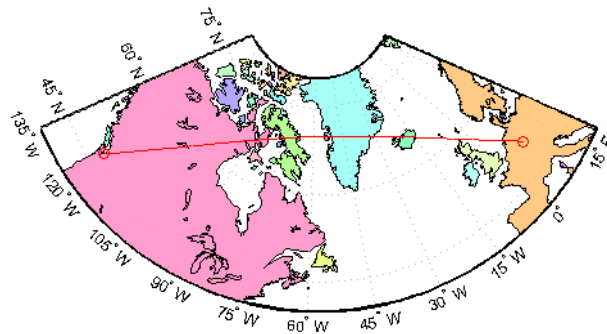
You can compute values along a path without reference to an existing figure by providing a regular data grid and vectors of waypoint coordinates. Optional arguments allow control over the units of the range output and interpolation methods between waypoints and data grid elements.

Show what land and ocean areas lie under a great circle track from Frankfurt to Seattle:

```

cities = shaperead('worldcities.shp', 'UseGeoCoords', true);
Seattle = strcmp('Seattle', {cities(:).Name});
Frankfurt = strcmp('Frankfurt', {cities(:).Name});
lat = [cities(Seattle).Lat cities(Frankfurt).Lat]
lon = [cities(Seattle).Lon cities(Frankfurt).Lon]
load topo
[valp,rp,latp,lonp] = ...
    mapprofile(double(topo),topolegend, ...
    lat,lon,'km','gc','nearest');
figure
worldmap([40 80],[-135 20])
land = shaperead('landareas.shp', 'UseGeoCoords', true);
faceColors = makesymbolspec('Polygon',...
    {'INDEX', [1 numel(land)], 'FaceColor', ...
    polcmap(numel(land))});
geoshow(land, 'SymbolSpec', faceColors)
plotm(latp,lonp,'r')
plotm(lat,lon,'ro')
axis off

```



## See Also

1t1n2va1 | los2

# maprasterref

---

**Purpose** Construct map raster reference object

**Syntax**

```
R = maprasterref()  
R = maprasterref(Name,Value)  
R = maprasterref(W,rasterSize,rasterInterpretation)
```

**Description** `R = maprasterref()` constructs a map raster reference object with default property values.

`R = maprasterref(Name,Value)` accepts a list of name-value pairs that are used to assign selected properties when initializing a map raster reference object.

`R = maprasterref(W,rasterSize,rasterInterpretation)` constructs a map raster reference object with the specified raster size and interpretation properties, and with remaining properties defined by a 2-by-3 world file matrix, `W`.

## Input Arguments

**W**  
2-by-3 world file matrix

### **rasterSize**

Number of cells or samples in each spatial dimension. Two-element vector `[M N]` specifying the number of rows ( $M$ ) and columns ( $N$ ) of the raster or image associated with the referencing object. For convenience, you may assign a size vector having more than two elements to `RasterSize`. This flexibility enables assignments like `R.RasterSize = size( RGB )`, for example, where `RGB` is  $M$ -by- $N$ -by-3. However, in such cases, only the first two elements of the size vector are actually stored. The higher (non-spatial) dimensions are ignored

### **rasterInterpretation**

Controls handling of raster edges. This argument is optional and can equal either 'cells' or 'postings'.

**Default:** 'cells'



## Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes ( ' '). You can specify several name and value pair arguments in any order as `Name1, Value1, . . . , NameN, ValueN`.

You can include any of the following properties, overriding their default values as needed. Alternatively, you may omit any or all properties when constructing your map raster reference object. Then, you can customize the result by resetting properties from this list one at a time. This name-value syntax always results in an object with a 'rectilinear' `TransformationType`. If your image is rotated with respect to the world coordinate axes, you need an object with a `TransformationType` of 'affine'. Alternately, you can provide an appropriate world file matrix as input, as shown in the third syntax. You cannot do it by resetting properties of an existing rectilinear map raster reference object.

### 'XLimWorld'

Limits of raster in world  $x$

Two-element row vector of the form [xMin xMax].

**Default:** [0.5 2.5]

### 'YLimWorld'

Limits of raster in world  $y$

Two-element row vector of the form [yMin yMax].

**Default:** [0.5 2.5]

### 'RasterSize'

Two-element vector [M N] specifying the number of rows ( $M$ ) and columns ( $N$ ) of the raster or image associated with the referencing

object. For convenience, you may assign a size vector having more than two elements to `RasterSize`. This flexibility enables assignments like `R.RasterSize = size( RGB )`, for example, where `RGB` is  $M$ -by- $N$ -by-3. However, in such cases, only the first two elements of the size vector are actually stored. The higher (non-spatial) dimensions are ignored.

**Default:** [2 2]

### **'RasterInterpretation'**

Controls handling of raster edges. A string that equals either 'cells' or 'postings'.

**Default:** 'cells'

### **'ColumnsStartFrom'**

Edge where column indexing starts. A string that equals either 'south' or 'north'.

**Default:** 'south'

### **'RowsStartFrom'**

Edge from which row indexing starts. A string that equals either 'west' or 'east'.

**Default:** 'west'

## **Output Arguments**

**R**  
Map raster reference object

## **Examples**

Construct a referencing object for an 1000-by-2000 image with square, half-meter pixels referenced to a planar map coordinate system (the "world" system). The  $X$ -limits in the world system are 207000 and 208000. The  $Y$ -limits are 912500 and 913000. The image follows the popular convention in which world  $X$  increases from column to column and world  $Y$  decreases from row to row.

```
R = maprasterref('RasterSize', [1000 2000], ...
                'YWorldLimits', [912500 913000], 'ColumnsStartFrom', 'north',
                'XWorldLimits', [207000 208000])
```

```
R =
```

```
MapCellsReference with properties:
```

```
        XWorldLimits: [207000 208000]
        YWorldLimits: [912500 913000]
        RasterSize: [1000 2000]
RasterInterpretation: 'cells'
  ColumnsStartFrom: 'north'
  RowsStartFrom: 'west'
  CellExtentInWorldX: 1/2
  CellExtentInWorldY: -1/2
  RasterExtentInWorldX: 1000
  RasterExtentInWorldY: 500
  XIntrinsicLimits: [0.5 2000.5]
  YIntrinsicLimits: [0.5 1000.5]
  TransformationType: 'rectilinear'
  CoordinateSystemType: 'planar'
```

Repeat the first example with a different strategy: Create a default object, and then modify that object's property settings as needed.

```
R = maprasterref;
R.XWorldLimits = [207000 208000];
R.YWorldLimits = [912500 913000];
R.ColumnsStartFrom = 'north';
R.RasterSize = [1000 2000]
```

```
R =
```

```
MapCellsReference with properties:
```

```
        XWorldLimits: [207000 208000]
        YWorldLimits: [912500 913000]
```

# maprasterref

---

```
        RasterSize: [1000 2000]
RasterInterpretation: 'cells'
      ColumnsStartFrom: 'north'
        RowsStartFrom: 'west'
  CellExtentInWorldX: 1/2
  CellExtentInWorldY: -1/2
RasterExtentInWorldX: 1000
RasterExtentInWorldY: 500
      XIntrinsicLimits: [0.5 2000.5]
      YIntrinsicLimits: [0.5 1000.5]
  TransformationType: 'rectilinear'
CoordinateSystemType: 'planar'
```

Repeat the first example again, this time using a world file matrix.

```
W = [0.5  0.0  207000.25; ...
     0.0 -0.5  912999.75];
rasterSize = [1000 2000];
R = maprasterref(W, rasterSize)
```

R =

MapCellsReference with properties:

```
        XWorldLimits: [207000 208000]
        YWorldLimits: [912500 913000]
        RasterSize: [1000 2000]
RasterInterpretation: 'cells'
      ColumnsStartFrom: 'north'
        RowsStartFrom: 'west'
  CellExtentInWorldX: 1/2
  CellExtentInWorldY: -1/2
RasterExtentInWorldX: 1000
RasterExtentInWorldY: 500
      XIntrinsicLimits: [0.5 2000.5]
      YIntrinsicLimits: [0.5 1000.5]
  TransformationType: 'rectilinear'
```

CoordinateSystemType: 'planar'

**See Also** [georasterref](#) |

# map.rasterref.MapRasterReference

---

**Purpose** Reference raster to map coordinates

**Description** A map raster reference object encapsulates the relationship between a planar map coordinate system and a system of *intrinsic coordinates* anchored to the columns and rows of a 2-D spatially referenced raster grid or image.

Typically, the raster is sampled regularly in the planar world  $x$  and world  $y$  coordinates of the map system, such that the intrinsic  $x$  and world  $x$  axes align and the intrinsic  $y$  and world  $y$  axes align. When this is true, the relationship between the two systems is rectilinear.

More generally, and much more rarely, their relationship is affine. The affine relationship allows for a possible rotation (and skew).

In either case, rectilinear or affine, the sample spacing from row to row need not equal the sample spacing from column to column. If the raster data set is interpreted as comprising a grid of cells or pixels, the cells or pixels need not be square. In the most general case, they could conceivably be parallelograms, but in practice they are always rectangular.

**Construction** You can use either of the following functions to construct a map raster reference object:

- `maprasterref` function
- `refmatToMapRasterReference` conversion function used to convert an existing referencing matrix

By default, `maprasterref` creates a map raster reference object with the raster interpretation of cells (`map.rasterref.MapCellsReference`). To create a map raster reference object with a raster interpretation of postings (`map.rasterref.MapPostingsReference`), call `maprasterref` specifying the `rasterInterpretation` input argument.

For example, this syntax constructs a `MapRasterReference` object with default property settings:

```
R = maprasterref()
```

```
R =
```

```
MapCellsReference with properties:
```

```
    XWorldLimits: [0.5 2.5]
    YWorldLimits: [0.5 2.5]
    RasterSize: [2 2]
    RasterInterpretation: 'cells'
    ColumnsStartFrom: 'south'
    RowsStartFrom: 'west'
    CellExtentInWorldX: 1
    CellExtentInWorldY: 1
    RasterExtentInWorldX: 2
    RasterExtentInWorldY: 2
    XIntrinsicLimits: [0.5 2.5]
    YIntrinsicLimits: [0.5 2.5]
    TransformationType: 'rectilinear'
    CoordinateSystemType: 'planar'
```

## Properties

### **XWorldLimits**

Limits of raster in world  $x$ .

Two-element row vector of the form [xMin xMax].

**Default:** [0.5000 2.5000]

### **YWorldLimits**

Limits of raster in world  $y$ .

Two-element row vector of the form [yMin yMax].

**Default:** [0.5000 2.5000]

### **RasterSize**

# map.rasterref.MapRasterReference

---

Two-element vector [ $M$   $N$ ] specifying the number of rows ( $M$ ) and columns ( $N$ ) of the raster or image associated with the referencing object. For convenience, you can assign a size vector having more than two elements to `RasterSize`. This enables assignments like `R.RasterSize = size(RGB)`, where `RGB` is  $M$ -by- $N$ -by-3. In cases like this, only the first two elements of the size vector are stored. Higher (non-spatial) dimensions are ignored.  $M$  and  $N$  must be positive in all cases and must be 2 or greater when `RasterInterpretation` is 'postings'.

**Default:** [2 2]

## **RasterInterpretation**

Defines the geometric nature of the raster and controls the handling of raster edges, among other things.

The value 'cells' indicates that the raster comprises a grid of quadrangular cells, and is bounded on all sides by cell edges. For an  $M$ -by- $N$  raster, points with an intrinsic  $X$ -coordinate of 1 or  $N$  or an intrinsic  $Y$ -coordinate of 1 or  $M$  fall within the raster, not on its edges.

The value 'postings' indicates that the raster comprises a grid of sample points, where rows or columns of samples run along the edge of the grid. For an  $M$ -by- $N$  raster, points with an intrinsic  $X$ -coordinate of 1 or  $N$  and/or an intrinsic  $Y$ -coordinate of 1 or  $M$  fall right on an edge (or corner) of the raster.

Cannot be set.

**Default:** 'cells'

## **ColumnsStartFrom**

Edge where column indexing starts. A string that equals 'south' or 'north'.

**Default:** 'south'



## **RowsStartFrom**

Edge from which row indexing starts. A string that equals 'west' or 'east'.

**Default:** 'west'

## **CellExtentInWorldX**

Supported by `map.rasterref.MapCellsReference`.

Extent in world *X* of individual cells. Distance between the eastern and western limits of a single raster cell. The value is always positive, and is the same for all cells in the raster.

Cannot be set.

## **CellExtentInWorldY**

Supported by `map.rasterref.MapCellsReference`.

Extent in world *Y* of individual cells. Distance between the northern and southern limits of a single raster cell. The value is always positive, and is the same for all cells in the raster.

Cannot be set.

## **SampleSpacingInWorldX**

Supported by `map.rasterref.MapPostingsReference`.

Extent in world *X* of individual cells. Distance between the eastern and western limits of a single raster cell. The value is always positive, and is the same for all cells in the raster.

Cannot be set.

## **SampleSpacingInWorldY**

Supported by `map.rasterref.MapPostingsReference`.

Extent in world *Y* of individual cells. Distance between the northern and southern limits of a single raster cell. The value is always positive, and is the same for all cells in the raster.

Cannot be set.

## **RasterExtentInWorldX**

Extent of the full raster or image as measured in the world system in a direction parallel to its rows. In the case of a rectilinear geometry, which is most typical, this is the horizontal direction (east-west).

Cannot be set.

## **RasterExtentInWorldY**

Extent of the full raster or image as measured in the world system in a direction parallel to its columns. In the case of a rectilinear geometry, which is most typical, this is the vertical direction (north-south).

Cannot be set.

## **XIntrinsicLimits**

Raster limits in intrinsic  $x$ .

Two-element row vector of the form  $[xMin\ xMax]$ . For an  $M$ -by- $N$  raster with `RasterInterpretation` equal to 'postings', it equals  $[1\ N]$ . For 'cells', it equals  $[0.5,\ N + 0.5]$ .

Cannot be set.

## **YIntrinsicLimits**

Raster limits in intrinsic  $y$

Two-element row vector of the form  $[yMin\ yMax]$ . For an  $M$ -by- $N$  raster with `RasterInterpretation` equal to 'postings', it equals  $[1\ M]$ . For 'cells', it equals  $[0.5,\ M + 0.5]$ .

Cannot be set.

## **TransformationType**

Type of geometric relationship between the intrinsic coordinate system and the world coordinate system. The string has the value 'rectilinear' or 'affine'. Its value is 'rectilinear' when

world  $x$  depends only on intrinsic  $x$  and vice versa, and world  $y$  depends only on intrinsic  $y$  and vice versa. When the value is 'rectilinear', the image displays without rotation in the world system, although it might be flipped. Otherwise, the value is 'affine'.

Cannot be set.

## CoordinateSystemType

Type of coordinate system to which the image or raster is referenced. It is a constant string with value 'planar'.

Cannot be set.

## Methods

|                  |                                                           |
|------------------|-----------------------------------------------------------|
| contains         | True if raster contains points in world coordinate system |
| firstCornerX     | World $x$ coordinate of the (1,1) corner of the raster    |
| firstCornerY     | World $y$ coordinate of the (1,1) corner of the raster    |
| intrinsicToWorld | Convert from intrinsic to world coordinates               |
| sizesMatch       | True if object and raster or image are size compatible    |
| worldFileMatrix  | World file parameters for transformation                  |
| worldToDiscrete  | Transform map to discrete coordinates                     |
| worldToIntrinsic | Convert from world to intrinsic coordinates               |

# map.rasterref.MapRasterReference

---

## Definitions

### Intrinsic Coordinate System

A 2-D Cartesian system with its  $x$ -axis running parallel to the rows of a raster or image and its  $y$ -axis running parallel to the columns.  $x$  increases by 1 from column to column, and  $y$  increases by 1 from row to row.

The Mapping Toolbox and Image Processing Toolbox use the convention for the location of the origin relative to the raster cells or sampling points such that, at a sample location or at the center of a cell,  $x$  has an integer value equal to the column index. Likewise, at a sample location or at the center of a cell,  $y$  has an integer value equal to the row index. For details, see Image Coordinate Systems in the Image Processing Toolbox documentation.

## See Also

`maprasterref` | `refmatToMapRasterReference` |  
`map.rasterref.GeographicRasterReference`

# map.rasterref.MapRasterReference.worldToIntrinsic

---

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Convert from world to intrinsic coordinates                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Syntax</b>      | <code>[xIntrinsic, yIntrinsic] = worldToIntrinsic(R,xWorld,yWorld)</code>                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Description</b> | <code>[xIntrinsic, yIntrinsic] = worldToIntrinsic(R,xWorld,yWorld)</code> maps point locations from the world system ( <code>xWorld, yWorld</code> ) to the intrinsic system ( <code>xIntrinsic, yIntrinsic</code> ) based on the relationship defined by the referencing object <code>R</code> . The input can include values outside limits of the raster (or image) in the world system. In this case, world $x$ and $y$ are extrapolated outside the bounds of the image in the intrinsic system. |

# map.rasterref.MapRasterReference.worldFileMatrix

---

**Purpose** World file parameters for transformation

**Syntax** `W = worldFileMatrix(R)`

**Description** `W = worldFileMatrix(R)` returns a 2-by-3 world file matrix. Each of the six elements in `W` matches one of the lines in a world file corresponding to the rectilinear or affine transformation defined by referencing object `R`.

Given `W` with the form:

$$W = \begin{bmatrix} A & B & C \\ D & E & F \end{bmatrix}$$

a point  $(x_i, y_i)$  in intrinsic coordinates maps to a point  $(x_w, y_w)$  in planar world coordinates like this:

$$\begin{aligned} x_w &= A * (x_i - 1) + B * (y_i - 1) + C \\ y_w &= D * (x_i - 1) + E * (y_i - 1) + F \end{aligned}$$

More compactly:

$$[x_w \ y_w]' = W * [x_i - 1 \ y_i - 1 \ 1]'$$

The `-1`s are needed to maintain the Mapping Toolbox convention for intrinsic coordinates, which is consistent with the 1-based indexing used throughout MATLAB.

`W` is stored in a world file with one term per line in column-major order: A, D, B, E, C, F. That is, a world file contains the elements of `W` in this order:

```
W(1,1)
W(2,1)
W(1,2)
W(2,2)
W(1,3)
W(2,3)
```

The previous expressions hold for both affine and rectilinear transformations. But whenever `R.TransformationType` is 'rectilinear', `B`, `D`, `W(2,1)` and `W(1,2)` are identically 0.

**See Also**

`worldfileread` | `worldfilewrite`

# map.rasterref.MapRasterReference.sizesMatch

---

**Purpose** True if object and raster or image are size compatible

**Syntax** TF = sizesMatch(R,A)

**Description** TF = sizesMatch(R,A) returns true if the size of the raster or image A is consistent with the RasterSize property of referencing object R. That is:

`R.RasterSize == [size(A,1) size(A,2)]`



# map.rasterref.MapRasterReference.firstCornerX

---

**Purpose**

World  $x$  coordinate of the (1,1) corner of the raster

**Syntax**

`firstCornerX(R)`

**Description**

`firstCornerX(R)` returns the world  $x$  coordinate of either the:

- Outermost corner of the first cell (1,1) of the raster associated with referencing object R, if `R.RasterInterpretation` is 'cells'
- First sample point, if `R.RasterInterpretation` is 'postings'

# map.rasterref.MapRasterReference.firstCornerY

---

**Purpose** World *y* coordinate of the (1,1) corner of the raster

**Syntax** `firstCornerY(R)`

**Description** `firstCornerY(R)` returns the world *y* coordinate of the:

- Outermost corner of the first cell (1,1) of the raster associated with referencing object R, if R.RasterInterpretation is 'cells'
- First sample point, if R.RasterInterpretation is 'postings'

# map.rasterref.MapRasterReference.worldToDiscrete

---

**Purpose**

Transform map to discrete coordinates

**Syntax**

```
[I,J] = worldToDiscrete(R,xWorld,yWorld)
```

**Description**

[I,J] = worldToDiscrete(R,xWorld,yWorld) returns subscript arrays I and J. When referencing object R has RasterInterpretation 'cells', these are the row and column subscripts of the raster cells (or image pixels) containing each element of a set of points given their world coordinates (xWorld, yWorld). If R.RasterInterpretation is 'postings', then the subscripts refer to the nearest sample point (posting). xWorld and yWorld must have the same size. I and J have the same size as xWorld and yWorld. For an  $M$ -by- $N$  raster,  $1 \leq I \leq M$  and  $1 \leq J \leq N$ , except when a point  $xWorld(k)$ ,  $yWorld(k)$  falls outside the image, as defined by contains(R,xWorld,yWorld). Then both  $I(k)$  and  $J(k)$  are NaN.

# map.rasterref.MapRasterReference.intrinsicToWorld

---

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|--------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Convert from intrinsic to world coordinates                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Syntax</b>      | <code>[xWorld, yWorld] = intrinsicToWorld(R,xIntrinsic,yIntrinsic)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Description</b> | <code>[xWorld, yWorld] = intrinsicToWorld(R,xIntrinsic,yIntrinsic)</code> maps point locations from the intrinsic system ( <code>xIntrinsic</code> , <code>yIntrinsic</code> ) to the world system ( <code>xWorld</code> , <code>yWorld</code> ) based on the relationship defined by the referencing object <code>R</code> . If your input includes values outside the limits of the raster or image in the intrinsic system, <code>intrinsicToWorld</code> extrapolates world <code>x</code> and <code>y</code> outside the bounds of the image in the world system. |

# map.rasterref.MapRasterReference.contains

---

|                    |                                                                                                                                                                                                                                                                                                                                                     |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | True if raster contains points in world coordinate system                                                                                                                                                                                                                                                                                           |
| <b>Syntax</b>      | <code>TF = contains(R,xWorld,yWorld)</code>                                                                                                                                                                                                                                                                                                         |
| <b>Description</b> | <code>TF = contains(R,xWorld,yWorld)</code> returns a logical array <code>TF</code> having the same size as <code>xWorld</code> and <code>yWorld</code> such that <code>TF(k)</code> is true if and only if the point <code>(xWorld(k), yWorld(k))</code> falls within the bounds of the raster associated with referencing object <code>R</code> . |

# maps

---

**Purpose** List available map projections and verify names

**Syntax**

```
strmat = maps('namelist')
strmat = maps('idlist')
stdstr = maps(id_string)
```

**Description** `maps` displays in the Command Window a table describing all projections available for use.

`strmat = maps('namelist')` returns the English names for the available projections as a matrix of strings.

`strmat = maps('idlist')` returns the standard projection identification strings for the available projections as a matrix of strings.

`stdstr = maps(id_string)` returns the specific standard projection identification string associated with a unique truncation abbreviation.

**Examples** To show the first five entries of the projections name list,

```
str1 = maps('namelist');
str1(1:5,:)
ans =
Balthasart Cylindrical
Behrmann Cylindrical
Bolshoi Sovietskii Atlas Mira
Braun Perspective Cylindrical
Cassini Cylindrical
```

The corresponding shorthand names are

```
str2 = maps('idlist');
str2(1:5,:)
ans =
balthsrt
behrmann
bsam
braun
cassini
```

These are the strings used, for example, when setting the `axesm` property `MapProjection`.

The functions `setm` and `axesm` recognize unique abbreviations (truncations) of these strings. The `maps` function can be used to convert such an abbreviation to the standard ID string:

```
stdstr = maps('merc')
stdstr =
mercator
```

When the function name alone is used,

```
maps
```

MapTools Projections

| CLASS       | NAME                           | ID STRING |
|-------------|--------------------------------|-----------|
| Cylindrical | Balthasart Cylindrical         | balthsrt  |
| Cylindrical | Behrmann Cylindrical           | behrmann  |
| Cylindrical | Bolshoi Sovietskii Atlas Mira* | bsam      |
| Cylindrical | Braun Perspective Cylindrical* | braun     |
| Cylindrical | Cassini Cylindrical            | cassini   |
| Cylindrical | Central Cylindrical*           | ccylin    |
| Cylindrical | Equal Area Cylindrical         | eqacylin  |
| Cylindrical | Equidistant Cylindrical        | eqdcylin  |
| Cylindrical | Gall Isographic                | giso...   |

The actual result contains all defined projections.

## See Also

`axesm` | `setm`

# mapshape

---

**Purpose** Planar shape vector

**Syntax**

```
s = mapshape()  
s = mapshape(x,y)  
s = mapshape(x,y,Name,Value)  
s = mapshape(structArray)  
s = mapshape(x,y,structArray)
```

**Description** A mapshape vector is an object that represents planar vector features with either point, line, or polygon topology. The features consist of X and Y coordinates and associated attributes. If these attributes vary spatially they are termed Vertex properties. These elements of the mapshape vector are coupled such that the length of the X and Y coordinate property values are always equal in length to any additional dynamic Vertex properties. Attributes which only pertain to the overall feature (point, line, polygon) are termed Feature properties. Feature properties are not linked to the auto-sizing mechanism of the Vertex properties. Both of the property types can be dynamically added to a mapshape vector using the standard dot notation.

A mapshape vector is always a column vector.

**Construction** `s = mapshape()` constructs an empty mapshape vector, `s`, with the following default property settings.

```
s =
```

```
0x1 mapshape vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'line'
```

```
    Metadata: [1x1 struct]
```

```
Vertex properties:
```

```
    X: []
```

```
    Y: []
```



For an additional example see: “Construct a Default mapshape Vector and Set and Add Properties” on page 1-805

`s = mapshape(x,y)` constructs a mapshape vector and sets the X and Y property values equal to vectors x and y. x and y may be either numeric vectors of class single or double, or cell arrays containing numeric vectors of class single or double. For an example, see “Construct a mapshape Vector Specifying x and y Values” on page 1-806.

`s = mapshape(x,y,Name,Value)` constructs a mapshape vector from the input x and y vectors, and then adds dynamic properties to the mapshape vector using the Name, Value argument pairs.

- If Value is in a cell array containing numeric, logical or cell array of strings, then this property is designated as a Vertex property. Otherwise, this property is designated as a Feature property.
- If the specified Name is Metadata and the corresponding Value is a scalar structure, then Value is copied to the Metadata property. Otherwise, an error is issued.

For an example, see: “Construct a mapshape vector Specifying a Name-Value Pair” on page 1-806.

`s = mapshape(structArray)` constructs a mapshape vector from the fields of the structure array, structArray.

- If structArray is a scalar structure which contains the field Metadata and the field value is a scalar structure, then the Metadata field is copied to the Metadata property. If structArray is a scalar structure and the Metadata field is present and is not a scalar structure, then an error is issued. If structArray is not scalar then the Metadata field is ignored.
- Other fields of structArray are assigned to s and become dynamic properties. Field values in structArray that are not numeric, strings, logical, or cell arrays of numeric, logical, or string values are ignored.

# mapshape

---

For an example, see “Construct a mapshape Vector from a Structure Array” on page 1-807.

`s = mapshape(x,y,structArray)` constructs a new `mapshape` vector and sets the X and Y properties equal to the numeric vectors, `x` and `y`, and sets the field values of `struct structArray` as dynamic properties.

- If `structArray` is a scalar structure and contains the field `Metadata`, and the field value is a scalar structure, then it is copied to the `Metadata` property value. Otherwise, an error is issued if the `Metadata` field is not a structure, or ignored if `structArray` is not scalar.

For an example, see “Construct a mapshape Vector Using Cell Arrays and Structures to Define Multiple Features and Properties” on page 1-808.

## Input Arguments

**x**

vector of X coordinates

### Data Types

double | single | cell

**y**

vector of Y coordinates

### Data Types

double | single | cell

### structArray

An array of structures containing fields to be assigned as dynamic properties.

### Name

Name of dynamic property

**Data Types**

char

**Value**

Property value associated with dynamic property **Name**. The class type of the values for the Feature dynamic properties may be either numeric, logical, char, or a cell array of strings. Values for the Vertex dynamic properties may be either numeric, logical, cell array of strings, or a cell array of numeric, logical, or cell array of strings.

**Output Arguments****s**

mapshape vector.

**Properties**

mapshape class is a general class that represents a variety of planar features. The class permits features to have more than one vertex and can thus represent lines and polygons in addition to multipoints. The class has the following property types.

| <b>Types of Properties</b> | <b>Description</b>                                                                                                                                                                                                                                                                                                      |
|----------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Collection Properties      | Collection properties contain only one value per class instance. This is in contrast to the other two property types which can have attribute values associated with each feature or with each vertex in a set that defines a feature. Geometry and Metadata are the only two Collection properties.                    |
| Vertex Properties          | Vertex properties provide a scalar number or a string for each vertex in a mapshape object. Vertex properties are suitable for attributes that vary spatially from point to point (vertex to vertex) along a line. Examples of such spatially varying attributes could be elevation, speed, temperature, or time. X and |

| Types of Properties | Description                                                                                                                                                                                                                                                                                                                                                |
|---------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                     | Y are vertex properties since they contain a scalar number for each vertex in a mapshape vector. Attribute values can be dynamically associated with each vertex by using dot notation. This is similar to adding dynamic fields to a structure. The dynamically added vertex property values of an individual feature match its X and Y values in length. |
| Feature Properties  | Feature properties provide one value (a scalar number or a string) for each feature in a mapshape vector. They are suitable for properties, such as name, owner, serial number, age, etc., that describe a given feature (an element of a mapshape vector) as a whole.                                                                                     |

Like Vertex properties, Feature properties can be added dynamically.

## Geometry

The Geometry property is a string that denotes the shape type for all the features in the mapshape vector. As a Collection Property there is only one value per object instance. Its purpose is purely informational; the three allowable string values for Geometry do not change class behavior. Additionally, the class does not provide validation for line or polygon topologies.

Default value for Geometry is `'line'`.

```
Geometry          'point', 'line',  
                  'polygon'
```

## Metadata

Metadata is a scalar structure containing information for all the features. You can add any data type to the structure. As a Collection Property type, only one instance per object is allowed.

```
Metadata          Scalar struct
```

**X**

Vector of X coordinates. The values can be either a row or column vector, but are stored as a row vector.

**Attributes:**

X                                                  single | double vector

**Y**

Vector of Y coordinates. The values can be either a row or column vector, but are stored as a row vector.

**Attributes:**

Y                                                  single | double vector

**Methods**

|            |                                              |
|------------|----------------------------------------------|
| append     | Append features to mapshape vector           |
| cat        | Concatenate mapshape vectors                 |
| disp       | Display mapshape vector                      |
| fieldnames | Dynamic properties of mapshape vector        |
| isempty    | True if mapshape vector is empty             |
| isfield    | True if dynamic property exists              |
| isprop     | True if property exists                      |
| length     | Number of elements in mapshape vector        |
| properties | Properties of a mapshape vector              |
| rmfield    | Remove dynamic property from mapshape vector |

|                      |                                             |
|----------------------|---------------------------------------------|
| <code>rmprop</code>  | Remove properties from mapshape vector      |
| <code>size</code>    | Size of mapshape vector                     |
| <code>struct</code>  | Convert mapshape vector to scalar structure |
| <code>vertcat</code> | Vertical concatenation for mapshape vectors |

## Copy Semantics

Value. To learn how value classes affect copy operations, see Copying Objects in the MATLAB documentation.

## Class Behaviors

- The following examples show how to build a mapshape vector by dynamically adding a single features after construction using dot (`.`) notation.  
“Construct a mapshape Vector and Add a Feature Property” on page 1-809
- The following extended example adds multiple features that are both Vertex and Feature properties. It also demonstrates property behaviors when vector lengths are either changed or set to `[]`.  
“Construct a mapshape Vector and Manipulate Features” on page 1-810
- This example uses the Name-Value constructor to build a mapshape vector and define two dynamic features.  
“Construct a mapshape Vector Specifying Several Name-Value Pairs” on page 1-815
- The mapshape vector can be indexed like any MATLAB vector. You can access any element of the vector to obtain a specific feature. The following example demonstrates this behavior.  
“Construct a mapshape vector Containing Multiple Features and Indexing Behaviors” on page 1-816

- This example builds a mapshape vector from a structure array; adds a Metadata property and demonstrates selective indexing behavior.  
“Construct a mapshape Vector and Add Metadata and Indexing”  
on page 1-819
- The following example shows a variety of indexing behaviors.  
“Construct a mapshape Vector and Sort the Dynamic Properties”  
on page 1-821
- If either X or Y is set to [], then both coordinate properties are set to [] and all dynamic Vertex or Feature properties are removed.
- If a Vertex or Feature property is set to [], then it is removed from the object.

## Examples

### Construct a Default mapshape Vector and Set and Add Properties

Create default mapshape vector.

```
s = mapshape()
```

0x1 mapshape vector with properties:

```
Collection properties:
  Geometry: 'line'
  Metadata: [1x1 struct]
Vertex properties:
  X: []
  Y: []
```

Set the values of the existing X and Y properties and dynamically add the Vertex property Z.

```
s(1).X = 0:45:90;
s(1).Y= [10 10 10];
s(1).Z = [10 20 30]
```

```
s =  
  
1x1 mapshape vector with properties:  
  
Collection properties:  
    Geometry: 'line'  
    Metadata: [1x1 struct]  
Vertex properties:  
    X: [0 45 90]  
    Y: [10 10 10]  
    Z: [10 20 30]
```

## **Construct a mapshape Vector Specifying x and y Values**

Create a mapshape vector specifying x and y.

```
x = [40, 50, 60];  
y = [10, 20, 30];  
shape = mapshape(x, y)
```

```
shape =  
  
1x1 mapshape vector with properties:  
  
Collection properties:  
    Geometry: 'line'  
    Metadata: [1x1 struct]  
Vertex properties:  
    X: [40 50 60]  
    Y: [10 20 30]
```

## **Construct a mapshape vector Specifying a Name-Value Pair**

Create mapshape vector specifying a name-value pair.

```
x = 1:10;  
y = 21:30;  
temperature = {61:70};  
shape = mapshape(x, y, 'Temperature', temperature)
```



```

shape =

1x1 mapshape vector with properties:

Collection properties:
    Geometry: 'line'
    Metadata: [1x1 struct]
Vertex properties:
    X: [1 2 3 4 5 6 7 8 9 10]
    Y: [21 22 23 24 25 26 27 28 29 30]
    Temperature: [61 62 63 64 65 66 67 68 69 70]

```

When `Value` is a cell array containing numeric, logical, or cell array of strings, it is construed as a `Vertex` property. Otherwise the `Name-Value` pair is designated as being a `Feature` property.

### Construct a mapshape Vector from a Structure Array

Create structure array and then create mapshape vector with array.

```

    structArray = shaperead('concord_roads');
    shape = mapshape(structArray)

shape =

609x1 mapshape vector with properties:

Collection properties:
    Geometry: 'line'
    Metadata: [1x1 struct]
Vertex properties:
    (609 features concatenated with 608 delimiters)
    X: [1x5422 double]
    Y: [1x5422 double]
Feature properties:
    STREETNAME: {1x609 cell}
    RT_NUMBER: {1x609 cell}
    CLASS: [1x609 double]

```

```
ADMIN_TYPE: [1x609 double]
LENGTH: [1x609 double]
```

## **Construct a mapshape Vector Using Cell Arrays and Structures to Define Multiple Features and Properties**

Read data from a shape file into a structure.

```
[structArray, A] = shaperead('concord_hydro_area');
```

```
structArray =
```

```
98x1 struct array with fields:
```

```
    Geometry
    BoundingBox
    X
    Y
```

```
A =
```

```
98x1 struct array with fields:
```

```
    AREA
    PERIMETER
```

Create a mapshape vector specifying the structure.

```
shape = mapshape({structArray.X}, {structArray.Y}, A);
shape.Geometry = structArray(1).Geometry
```

```
shape =
```

```
98x1 mapshape vector with properties:
```

```
Collection properties:
    Geometry: 'polygon'
```

```

    Metadata: [1x1 struct]
Vertex properties:
  (98 features concatenated with 97 delimiters)
    X: [1x4902 double]
    Y: [1x4902 double]
Feature properties:
  AREA: [1x98 double]
  PERIMETER: [1x98 double]

```

### Construct a mapshape Vector and Add a Feature Property

Create a mapshape vector.

```

x = 0:10:100;
y = 0:10:100;
shape = mapshape(x, y)

```

shape =

```

1x1 mapshape vector with properties:

```

```

Collection properties:
  Geometry: 'line'
  Metadata: [1x1 struct]
Vertex properties:
  X: [0 10 20 30 40 50 60 70 80 90 100]
  Y: [0 10 20 30 40 50 60 70 80 90 100]

```

Add a feature dynamic property.

```

shape.FeatureName = 'My Feature'

```

shape =

```

1x1 mapshape vector with properties:

```

```

Collection properties:
  Geometry: 'line'
  Metadata: [1x1 struct]

```

```
Vertex properties:
    X: [0 10 20 30 40 50 60 70 80 90 100]
    Y: [0 10 20 30 40 50 60 70 80 90 100]
Feature properties:
    FeatureName: 'My Feature'
```

Add a vertex dynamic property to the first feature.

```
shape(1).Temperature = 65 + rand(1, length(shape.X))
```

```
shape =
```

```
1x1 mapshape vector with properties:
```

```
Collection properties:
    Geometry: 'line'
    Metadata: [1x1 struct]
Vertex properties:
    X: [0 10 20 30 40 50 60 70 80 90 100]
    Y: [0 10 20 30 40 50 60 70 80 90 100]
    Temperature: [1x11 double]
Feature properties:
    FeatureName: 'My Feature'
```

## **Construct a mapshape Vector and Manipulate Features**

Create a mapshape vector.

```
x = {1:3, 4:6};
y = {[0 0 0], [1 1 1]};
shape = mapshape(x, y)
```

```
shape =
```

```
2x1 mapshape vector with properties:
```

```
Collection properties:
```

```

    Geometry: 'line'
    Metadata: [1x1 struct]
Vertex properties:
(2 features concatenated with 1 delimiter)
    X: [1 2 3 NaN 4 5 6]
    Y: [0 0 0 NaN 1 1 1]

```

Add a two element feature dynamic property.

```
shape.FeatureName = {'Feature 1', 'Feature 2'}
```

```
shape =
```

```
2x1 mapshape vector with properties:
```

```

Collection properties:
    Geometry: 'line'
    Metadata: [1x1 struct]
Vertex properties:
(2 features concatenated with 1 delimiter)
    X: [1 2 3 NaN 4 5 6]
    Y: [0 0 0 NaN 1 1 1]
Feature properties:
    FeatureName: {'Feature 1' 'Feature 2'}

```

Add a vertex dynamic property.

```
z = {101:103, [115, 114, 110]}
```

```
shape.Z = z
```

```
z =
```

```

    [1x3 double]    [1x3 double]

```

```
shape =
```

```
2x1 mapshape vector with properties:
```

```
Collection properties:
  Geometry: 'line'
  Metadata: [1x1 struct]
Vertex properties:
(2 features concatenated with 1 delimiter)
  X: [1 2 3 NaN 4 5 6]
  Y: [0 0 0 NaN 1 1 1]
  Z: [101 102 103 NaN 115 114 110]
Feature properties:
  FeatureName: {'Feature 1' 'Feature 2'}
```

Display the second feature.

```
shape(2)
```

```
ans =
```

```
1x1 mapshape vector with properties:
```

```
Collection properties:
  Geometry: 'line'
  Metadata: [1x1 struct]
Vertex properties:
  X: [4 5 6]
  Y: [1 1 1]
  Z: [115 114 110]
Feature properties:
  FeatureName: 'Feature 2'
```

Add a third feature. The lengths of all the properties are synchronized.

```
shape(3).X = 5:9
```

```
shape =
```

```
3x1 mapshape vector with properties:
```

```

Collection properties:
  Geometry: 'line'
  Metadata: [1x1 struct]
Vertex properties:
  (3 features concatenated with 2 delimiters)
  X: [1 2 3 NaN 4 5 6 NaN 5 6 7 8 9]
  Y: [0 0 0 NaN 1 1 1 NaN 0 0 0 0 0]
  Z: [101 102 103 NaN 115 114 110 NaN 0 0 0 0 0]
Feature properties:
  FeatureName: {'Feature 1' 'Feature 2' ''}

```

Set the values for the Z vertex property with fewer values than contained in X or Y. The Z values expand to match the length of X and Y.

```
shape(3).Z = 1:3
```

```
shape =
```

```
3x1 mapshape vector with properties:
```

```

Collection properties:
  Geometry: 'line'
  Metadata: [1x1 struct]
Vertex properties:
  (3 features concatenated with 2 delimiters)
  X: [1 2 3 NaN 4 5 6 NaN 5 6 7 8 9]
  Y: [0 0 0 NaN 1 1 1 NaN 0 0 0 0 0]
  Z: [101 102 103 NaN 115 114 110 NaN 1 2 3 0 0]
Feature properties:
  FeatureName: {'Feature 1' 'Feature 2' ''}

```

Set the values for either coordinate property (X or Y) and all properties shrink in size to match the new vertex length of that feature.

```
shape(3).Y = 1
```

```
shape =
```

3x1 mapshape vector with properties:

```
Collection properties:
  Geometry: 'line'
  Metadata: [1x1 struct]
Vertex properties:
(3 features concatenated with 2 delimiters)
  X: [1 2 3 NaN 4 5 6 NaN 5]
  Y: [0 0 0 NaN 1 1 1 NaN 1]
  Z: [101 102 103 NaN 115 114 110 NaN 1]
Feature properties:
  FeatureName: {'Feature 1' 'Feature 2' ''}
```

Set the values for the Z vertex property with more values % than contained in X or Y. All properties expand in length % to match Z.

```
shape(3).Z = 1:6
```

```
shape =
```

3x1 mapshape vector with properties:

```
Collection properties:
  Geometry: 'line'
  Metadata: [1x1 struct]
Vertex properties:
(3 features concatenated with 2 delimiters)
  X: [1 2 3 NaN 4 5 6 NaN 5 0 0 0 0 0]
  Y: [0 0 0 NaN 1 1 1 NaN 1 0 0 0 0 0]
  Z: [101 102 103 NaN 115 114 110 NaN 1 2 3 4 5 6]
Feature properties:
  FeatureName: {'Feature 1' 'Feature 2' ''}
```

Remove the FeatureName property.

```
shape.FeatureName = []
```

```
shape =
```



3x1 mapshape vector with properties:

```
Collection properties:
  Geometry: 'line'
  Metadata: [1x1 struct]
Vertex properties:
(3 features concatenated with 2 delimiters)
  X: [1 2 3 NaN 4 5 6 NaN 5 0 0 0 0 0]
  Y: [0 0 0 NaN 1 1 1 NaN 1 0 0 0 0 0]
  Z: [101 102 103 NaN 115 114 110 NaN 1 2 3 4 5 6]
```

Remove all dynamic properties and set the object to empty.

```
shape.X = []
```

```
shape =
```

0x1 mapshape vector with properties:

```
Collection properties:
  Geometry: 'line'
  Metadata: [1x1 struct]
Vertex properties:
  X: []
  Y: []
```

### Construct a mapshape Vector Specifying Several Name-Value Pairs

Create a mapshape vector specifying several name-value pairs.

```
x = {1:3, 4:6};
y = {[0 0 0], [1 1 1]};
z = {41:43, [56 50 59]};
name = {'Feature 1', 'Feature 2'};
id = [1 2];
shape = mapshape(x, y, 'Z', z, 'Name', name, 'ID', id)
```

```
shape =  
  
2x1 mapshape vector with properties:  
  
Collection properties:  
    Geometry: 'line'  
    Metadata: [1x1 struct]  
Vertex properties:  
    (2 features concatenated with 1 delimiter)  
    X: [1 2 3 NaN 4 5 6]  
    Y: [0 0 0 NaN 1 1 1]  
    Z: [41 42 43 NaN 56 50 59]  
Feature properties:  
    Name: {'Feature 1' 'Feature 2'}  
    ID: [1 2]
```

## **Construct a mapshape vector Containing Multiple Features and Indexing Behaviors**

Load the data and create x, y, and z arrays. Create a level list to use to bin the z values.

```
seamount = load('seamount');  
x = seamount.x; y = seamount.y; z = seamount.z;  
  
levels = [unique(floor(seamount.z/1000)) * 1000; 0];
```

Construct a mapshape object and assign the X and Y vertex properties to the binned x and y values. Create a new Z vertex property to contain the binned z values. Add a Levels feature property to contain the lowest level value per feature.

```
shape = mapshape;  
for k = 1:length(levels) - 1  
    index = z >= levels(k) & z < levels(k+1);  
    shape(k).X = x(index);  
    shape(k).Y = y(index);  
    shape(k).Z = z(index);  
end
```

```

    shape(k).Level = levels(k);
end

```

Add a Color feature property to denote a color for that feature, and specify that the geometry is 'point'

```

shape.Color = {'red', 'green', 'blue', 'cyan', 'black'};
shape.Geometry = 'point'

```

```

shape =

```

```

5x1 mapshape vector with properties:

```

```

Collection properties:

```

```

    Geometry: 'point'

```

```

    Metadata: [1x1 struct]

```

```

Vertex properties:

```

```

(5 features concatenated with 4 delimiters)

```

```

    X: [1x298 double]

```

```

    Y: [1x298 double]

```

```

    Z: [1x298 double]

```

```

Feature properties:

```

```

    Level: [-5000 -4000 -3000 -2000 -1000]

```

```

    Color: {'red' 'green' 'blue' 'cyan' 'black'}

```

Add metadata information. Metadata is a scalar structure containing information for the entire set of properties. Any type of data may be added to the structure.

```

shape.Metadata.Caption = seamount.caption;
shape.Metadata

```

```

ans =

```

```

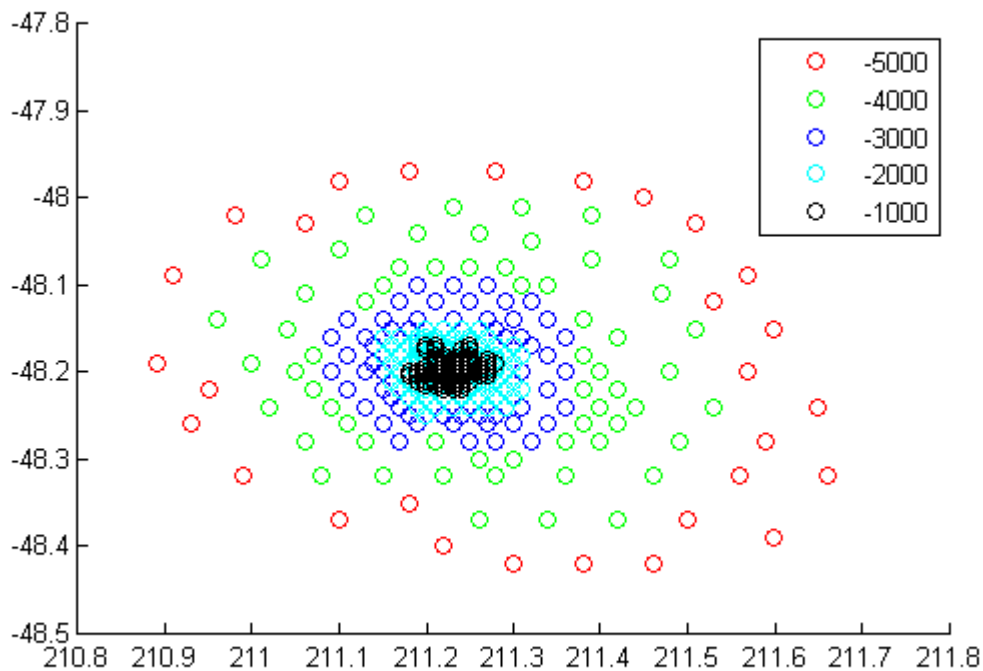
    Caption: [1x229 char]

```

Display the point data in 2D.

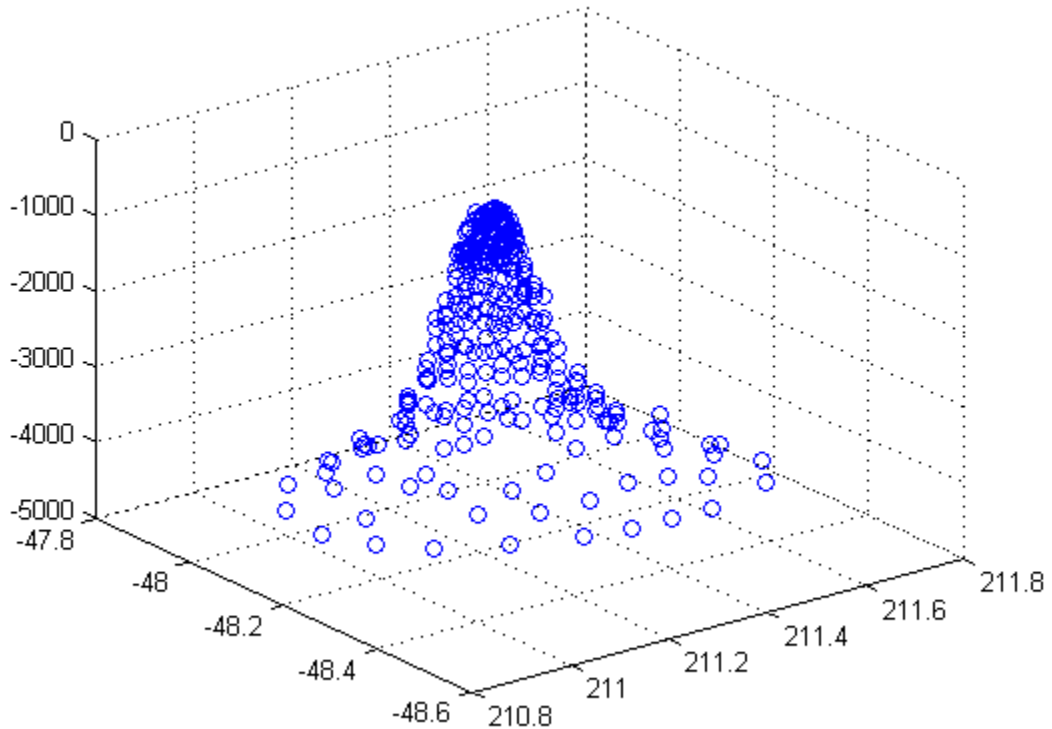
# mapshape

```
figure
for k=1:length(shape)
    mapshow(shape(k).X, shape(k).Y, ...
            'MarkerEdgeColor', shape(k).Color, ...
            'Marker', 'o', ...
            'DisplayType', shape.Geometry)
end
legend(num2str(shape.Level'))
```



Display data as a 3-D scatter plot.

```
figure  
scatter3(shape.X, shape.Y, shape.Z)
```



### Construct a mapshape Vector and Add Metadata and Indexing

Construct a mapshape vector from a structure array

```
filename = 'concord_roads.shp';  
S = shaperead(filename);
```

```
shape = mapshape(S)

shape =

609x1 mapshape vector with properties:

Collection properties:
    Geometry: 'line'
    Metadata: [1x1 struct]
Vertex properties:
(609 features concatenated with 608 delimiters)
    X: [1x5422 double]
    Y: [1x5422 double]
Feature properties:
    STREETNAME: {1x609 cell}
    RT_NUMBER: {1x609 cell}
    CLASS: [1x609 double]
    ADMIN_TYPE: [1x609 double]
    LENGTH: [1x609 double]
```

Add a Filename to the Metadata structure and then construct a new mapshape object with only CLASS 4 (major road) designation.

```
shape.Metadata.Filename = filename;
class4 = shape(shape.CLASS == 4)

class4 =

26x1 mapshape vector with properties:

Collection properties:
    Geometry: 'line'
    Metadata: [1x1 struct]
Vertex properties:
(26 features concatenated with 25 delimiters)
    X: [1x171 double]
    Y: [1x171 double]
Feature properties:
```

```

STREETNAME: {1x26 cell}
RT_NUMBER: {1x26 cell}
CLASS: [4 4]
ADMIN_TYPE: [0 0]
LENGTH: [1x26 double]

```

## Construct a mapshape Vector and Sort the Dynamic Properties

You can create a new mapshape vector that contains a subset of dynamic properties by adding the name of a property or a cell array of property names to the last index in the () operator.

Read data from file directly in mapshape constructor.

```
shape = mapshape(shaperead('tsunamis'))
```

```
shape =
```

```
162x1 mapshape vector with properties:
```

```
Collection properties:
```

```
Geometry: 'point'
```

```
Metadata: [1x1 struct]
```

```
Vertex properties:
```

```
(162 features concatenated with 161 delimiters)
```

```
X: [1x323 double]
```

```
Y: [1x323 double]
```

```
Feature properties:
```

```
Cause: {1x162 cell}
```

```
Cause_Code: [1x162 double]
```

```
Country: {1x162 cell}
```

```
Day: [1x162 double]
```

```
Desc_Deaths: [1x162 double]
```

```
Eq_Mag: [1x162 double]
```

```
Hour: [1x162 double]
```

```
Iida_Mag: [1x162 double]
```

```
Intensity: [1x162 double]
```

```
Location: {1x162 cell}
Max_Height: [1x162 double]
Minute: [1x162 double]
Month: [1x162 double]
Num_Deaths: [1x162 double]
Second: [1x162 double]
Val_Code: [1x162 double]
Validity: {1x162 cell}
Year: [1x162 double]
```

Alphabetize the Feature properties.

```
shape = shape(:, sort(fieldnames(shape)))
```

```
shape =
```

```
162x1 mapshape vector with properties:
```

```
Collection properties:
```

```
Geometry: 'point'
```

```
Metadata: [1x1 struct]
```

```
Vertex properties:
```

```
(162 features concatenated with 161 delimiters)
```

```
X: [1x323 double]
```

```
Y: [1x323 double]
```

```
Feature properties:
```

```
Cause: {1x162 cell}
```

```
Cause_Code: [1x162 double]
```

```
Country: {1x162 cell}
```

```
Day: [1x162 double]
```

```
Desc_Deaths: [1x162 double]
```

```
Eq_Mag: [1x162 double]
```

```
Hour: [1x162 double]
```

```
Iida_Mag: [1x162 double]
```

```
Intensity: [1x162 double]
```

```
Location: {1x162 cell}
```

```
Max_Height: [1x162 double]
```



```

        Minute: [1x162 double]
        Month: [1x162 double]
    Num_Deaths: [1x162 double]
        Second: [1x162 double]
        Val_Code: [1x162 double]
        Validity: {1x162 cell}
        Year: [1x162 double]

```

Modify the mapshape vector to contain only the specified dynamic properties.

```
shape = shape(:, {'Year', 'Month', 'Day', 'Hour', 'Minute'})
```

```
shape =
```

```
162x1 mapshape vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'
```

```
    Metadata: [1x1 struct]
```

```
Vertex properties:
```

```
(162 features concatenated with 161 delimiters)
```

```
    X: [1x323 double]
```

```
    Y: [1x323 double]
```

```
Feature properties:
```

```
    Year: [1x162 double]
```

```
    Month: [1x162 double]
```

```
    Day: [1x162 double]
```

```
    Hour: [1x162 double]
```

```
    Minute: [1x162 double]
```

Create a new mapshape vector in which each feature contains the points for the same year. Copy the data from a mappoint vector to ensure that NaN feature separators are not included. Create a subsection of data to include only Year and Country dynamic properties.

```
points = mappoint(shaperead('tsunamis'));
points = points(:, {'Year', 'Country'});
```

# mapshape

---

```
years = unique(points.Year);
multipoint = mapshape();
multipoint.Geometry = 'point';
for k = 1:length(years)
    index = points.Year == years(k);
    multipoint(k).X = points(index).X;
    multipoint(k).Y = points(index).Y;
    multipoint(k).Year = years(k);
    multipoint(k).Country = points(index).Country;
end
multipoint    % Display
```

```
multipoint =
```

```
53x1 mapshape vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'
```

```
    Metadata: [1x1 struct]
```

```
Vertex properties:
```

```
(53 features concatenated with 52 delimiters)
```

```
    X: [1x214 double]
```

```
    Y: [1x214 double]
```

```
    Country: {1x214 cell}
```

```
Feature properties:
```

```
    Year: [1x53 double]
```

Display the third from the end feature.

```
multipoint(end-3)
```

```
ans =
```

```
1x1 mapshape vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'
```

```
    Metadata: [1x1 struct]
```

```
Vertex properties:  
  X: [3.6340 -62.1800 143.9100]  
  Y: [36.9640 16.7220 41.8150]  
  Country: {'ALGERIA' 'MONTSERRAT' 'JAPAN'}  
Feature properties:  
  Year: 2003
```

**See Also**

[gpxread](#) | [shaperead](#) | [geopoint](#) | [geoshape](#) | [mappoint](#)

# mapshape.append

---

**Purpose** Append features to mapshape vector

**Syntax**  
`outShape = append(inShape,X,Y)`  
`outShape = append( __ ,field,value,...)`

**Description**  
`outShape = append(inShape,X,Y)` appends the vector, `X`, to the `X` property of the mapshape vector, `inShape`, and the vector, `Y`, to the `Y` property of `inShape`. `X` and `Y` are either vectors of class `single` or `double`, or cell arrays containing numeric arrays of class `single` or `double`.  
`outShape = append( __ ,field,value,...)` appends the values specified in `value` to the corresponding dynamic property, `field`. If the property does not exist, `append` adds the dynamic property to the object using the value of `field` for the name and assigning the field the value specified in `value`.

## Input Arguments

### **inShape**

mapshape vector

### **X**

Numeric vector of planar X values

### **Y**

Numeric vector of planar Y values

### **field**

Field name, specified as a string. Field can specify the name of an existing property in the mapshape vector or the name you want assigned to a new property that you want to add to the mapshape vector.

### **value**

Value you want to assign to the property specified by `field`, specified as a cell array, scalar, or vector of any numeric class or logical.

- When value is a cell array, `append` adds the property as a Vertex property.
- When value is a numeric array, `append` adds the property as a Feature property.
- When value is empty, `append` removes the property.

## Output Arguments

### **outShape**

Modified mapshape vector with additional entries in X and Y fields along with any new fields for dynamic properties that you added.

## Examples

### **Append Values to Field**

Create a mapshape vector.

```
shape = mapshape(42:44,30:32, 'Temperature', {65:67})
```

```
shape =
```

```
1x1 mapshape vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'line'
```

```
    Metadata: [1x1 struct]
```

```
Vertex properties:
```

```
    X: [42 43 44]
```

```
    Y: [30 31 32]
```

```
    Temperature: [65 66 67]
```

Append data representing another feature.

```
shape = append(shape, 42.1, 33, 'Temperature', 65.5)
```

```
shape =
```

```
2x1 mapshape vector with properties:
```

# mapshape.append

---

```
Collection properties:
  Geometry: 'line'
  Metadata: [1x1 struct]
Vertex properties:
(2 features concatenated with 1 delimiter)
  X: [42 43 44 NaN 42.1000]
  Y: [30 31 32 NaN 33]
  Temperature: [65 66 67 NaN 65.5000]
```

Note that the mapshape vector grew from 1x1 to 2x1 in length.

## See Also

mapshape | mapshape.vertcat

|                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|-------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Concatenate mapshape vectors                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>Syntax</b>           | <code>s = cat(dim,s1, s2, ...)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Description</b>      | <code>s = cat(dim,s1, s2, ...)</code> concatenates the mapshape vectors <code>s1,s2</code> and so on along dimensions <code>dim</code> . <code>dim</code> must be 1.                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Input Arguments</b>  | <b>s1, s2, ...</b><br>mapshape vectors to be concatenated.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Output Arguments</b> | <b>s</b><br>Concatenated mapshape vector.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Examples</b>         | <b>Concatenate two mapshape vectors</b><br>Create two mapshape vectors and concatenate them into a single vector.<br><pre>s1 = mapshape(42,-110, 'Temperature', 65);<br/>s2 = mapshape(42.2, -110.5, 'Temperature', 65.6);<br/>s1s2 = cat(1,s1,s2)</pre><br><pre>s1s2 =</pre><br>2x1 mapshape vector with properties:<br><br>Collection properties:<br>Geometry: 'line'<br>Metadata: [1x1 struct]<br>Vertex properties:<br>(2 features concatenated with 1 delimiter)<br>X: [42 NaN 42.2000]<br>Y: [-110 NaN -110.5000]<br>Feature properties:<br>Temperature: [65 65.6000] |
| <b>See Also</b>         | <code>mapshape.vertcat</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |

# mapshape.disp

---

**Purpose** Display mapshape vector

**Syntax** disp(s)

**Description** disp(s) prints the size of the mapshape vector, s, and its properties and dynamic properties, if they exist. If the command window is large enough, the values of the properties are also shown, otherwise only their size is shown. You can control the display of the numerical values by using the format command.

**Input Arguments** s  
mapshape vector.

## **Examples** Display a mapshape vector

Create a mapshape vector and display it.

```
s = mapshape(shaperead('worldcities', 'UseGeo', true));  
disp(s)  
disp(s(1:2))
```

```
318x1 mapshape vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'
```

```
    Metadata: [1x1 struct]
```

```
Vertex properties:
```

```
(318 features concatenated with 317 delimiters)
```

```
    X: [1x635 double]
```

```
    Y: [1x635 double]
```

```
Feature properties:
```

```
    Lon: [1x318 double]
```

```
    Lat: [1x318 double]
```

```
    Name: {1x318 cell}
```

```
2x1 mapshape vector with properties:
```



```
Collection properties:
  Geometry: 'point'
  Metadata: [1x1 struct]
Vertex properties:
  (2 features concatenated with 1 delimiter)
  X: [0 NaN 0]
  Y: [0 NaN 0]
Feature properties:
  Lon: [-3.9509 54.7589]
  Lat: [5.2985 24.6525]
  Name: {'Abidjan' 'Abu Dhabi'}
```

**See Also** [format](#) | [mapshape](#)

# mapshape.fieldnames

---

|                         |                                                                                                                         |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Dynamic properties of mapshape vector                                                                                   |
| <b>Syntax</b>           | <code>names = fieldnames(s)</code>                                                                                      |
| <b>Description</b>      | <code>names = fieldnames(s)</code> returns the names of the dynamic properties of the mapshape vector, <code>s</code> . |
| <b>Input Arguments</b>  | <b>s</b><br>mapshape vector for which the properties are to be queried.                                                 |
| <b>Output Arguments</b> | <b>names</b><br>Names of the dynamic properties in the mapshape vector <code>s</code>                                   |

## Examples **Find Dynamic Properties**

Create mapshape vector and view names of properties.

```
s = mapshape(shaperead('worldcities'))
fieldnames(s)
```

```
s =
```

```
318x1 mapshape vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'
```

```
    Metadata: [1x1 struct]
```

```
Vertex properties:
```

```
(318 features concatenated with 317 delimiters)
```

```
    X: [1x635 double]
```

```
    Y: [1x635 double]
```

```
Feature properties:
```

```
    Name: {1x318 cell}
```

```
ans =
```

'Name'

**See Also** [mapshape.properties](#)

# mapshape isempty

---

**Purpose** True if mapshape vector is empty

**Syntax** `tf = isempty(s)`

**Description** `tf = isempty(s)` returns true if the mapshape vector, `s`, is empty and false otherwise.

**Input Arguments** **s**  
mapshape vector.

**Output Arguments** **tf**  
Boolean. 1 if `s` is empty or 0 if not.

## **Examples** **Check if a mapshape vector is empty**

Create a mapshape vector and see if it's empty.

```
s = mapshape();  
isempty(s)
```

```
ans =
```

```
1
```

**See Also** `mapshape.end`

|                         |                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | True if dynamic property exists                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Syntax</b>           | <pre>tf = isfield(s,name) tf = isfield(s,names)</pre>                                                                                                                                                                                                                                                                                                                                                             |
| <b>Description</b>      | <p><code>tf = isfield(s,name)</code> returns true if the value specified by the string <code>name</code> is a dynamic property of the mapshape vector, <code>s</code>.</p> <p><code>tf = isfield(s,names)</code> return true for each element of the cell array, <code>names</code>, that is a dynamic property of <code>s</code>. <code>tf</code> is a logical array of the same size as <code>names</code>.</p> |
| <b>Input Arguments</b>  | <p><b>s</b><br/>mapshape vector.</p> <p><b>name</b><br/>Name of the dynamic property.</p> <p><b>names</b><br/>Cell array of names of dynamic properties.</p>                                                                                                                                                                                                                                                      |
| <b>Output Arguments</b> | <p><b>tf</b><br/>Boolean. 1 if <code>s</code> contains the specified fields or 0 otherwise.</p>                                                                                                                                                                                                                                                                                                                   |
| <b>Examples</b>         | <p><b>Check for Field By Name</b></p> <p>Create a mapshape vector and check for a field by name.</p> <pre>s = mapshape(-33.961, 18.484, 'Name', 'Cape Town') isfield(s, 'X') isfield(s, 'Name')</pre> <p><code>s =</code></p> <p>1x1 mapshape vector with properties:</p>                                                                                                                                         |

# mapshape.isfield

---

```
Collection properties:  
  Geometry: 'line'  
  Metadata: [1x1 struct]  
Vertex properties:  
  X: -33.9610  
  Y: 18.4840  
Feature properties:  
  Name: 'Cape Town'
```

```
ans =
```

```
0
```

```
ans =
```

```
1
```

Note that X returns 0 because it is not a dynamically added property.

## See Also

`mapshape.isprop` | `mapshape.fieldnames`

|                         |                                                                                                                                                                                                                                                                                                                                                                                                    |
|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | True if property exists                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Syntax</b>           | <code>tf = isprop(s,name)</code><br><code>tf = isprop(s,names)</code>                                                                                                                                                                                                                                                                                                                              |
| <b>Description</b>      | <code>tf = isprop(s,name)</code> returns true if the value specified by the string, <code>name</code> is a property of the mapshape vector, <code>s</code> .<br><code>tf = isprop(s,names)</code> returns true for each element of the cell array of strings, <code>names</code> , that is a property of <code>s</code> . <code>tf</code> is a logical array the same size as <code>names</code> . |
| <b>Input Arguments</b>  | <b>s</b><br>mapshape vector.<br><b>name</b><br>String specifying the property of the mapshape vector, <code>s</code> .<br><b>names</b><br>Cell array of strings specifying the property of the mapshape vector, <code>s</code> .                                                                                                                                                                   |
| <b>Output Arguments</b> | <b>tf</b><br>Boolean. 1 if the property exists with <code>s</code> , 0 otherwise.                                                                                                                                                                                                                                                                                                                  |
| <b>Examples</b>         | <b>Check if Property Exists</b><br>Create a mapshape vector and check for properties by name.<br><pre>s = mapshape(-33.961, 18.484, 'Name', 'Cape Town');<br/>isprop(s, 'X')<br/>isprop(s, 'Name')</pre><br><pre>ans =<br/><br/>1</pre>                                                                                                                                                            |

# mapshape.isprop

---

```
ans =
```

```
1
```

## See Also

[mapshape.isfield](#) | [mapshape.properties](#)



|                         |                                                                                                                                                                   |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Number of elements in mapshape vector                                                                                                                             |
| <b>Syntax</b>           | <code>N = length(s)</code>                                                                                                                                        |
| <b>Description</b>      | <code>N = length(s)</code> returns the number of elements contained in the mapshape vector, <code>s</code> . The result is equivalent to <code>size(s,1)</code> . |
| <b>Input Arguments</b>  | <b>s</b><br>mapshape vector.                                                                                                                                      |
| <b>Output Arguments</b> | <b>N</b><br>Length of the mapshape vector, <code>s</code> .                                                                                                       |

## Examples **Find Length of mapshape Vector**

Create a mapshape vector and get its length.

```
coast = load('coast');  
s = mapshape(coast.lat, coast.long);  
length(s)  
length(coast.lat)
```

```
ans =
```

```
1
```

```
ans =
```

```
9865
```

**See Also** `mapshape.size`

# mapshape.properties

---

**Purpose** Properties of a mapshape vector

**Syntax** `prop = properties(s)`  
`properties(s)`

**Description** `prop = properties(s)` returns a cell of the property names of the mapshape vector, `s`.  
`properties(s)` displays the names of the properties of `s`.

**Input Arguments** **s**  
mapshape vector.

**Output Arguments** **prop**  
Cell variable consisting of property names of the mapshape vector, `s`.

## **Examples** **View Properties of a mapshape Vector**

Create mapshape vector and view its properties.

```
s = mapshape(shaperead('tsunamis', 'UseGeo', true));  
properties(s)
```

Properties for class mapshape:

```
Geometry  
Metadata  
X  
Y  
Lon  
Lat  
Year  
Month  
Day  
Hour
```

Minute  
Second  
Val\_Code  
Validity  
Cause\_Code  
Cause  
Eq\_Mag  
Country  
Location  
Max\_Height  
Iida\_Mag  
Intensity  
Num\_Deaths  
Desc\_Deaths

**See Also** `mapshape.fieldnames`

# mapshape.rmfield

---

**Purpose** Remove dynamic property from mapshape vector

**Syntax**  
`s = rmfield(s, fieldname)`  
`s = rmfield(s, fields)`

**Description** `s = rmfield(s, fieldname)` removes the field specified by the string, `fieldname`, from the mapshape vector, `s`.  
`s = rmfield(s, fields)` removes all the fields specified by the cell array, `fields`.

---

**Note** `rmfield` cannot remove X, Y, Metadata and Geometry fields. The specified string, `fieldname`, is case sensitive.

---

**Input Arguments**

**s**  
mapshape vector.

**fieldname**  
Exact string representing the name of the property.

**fields**  
Cell array of strings specifying the names of the properties.

**Output Arguments**

**s**  
Updated mapshape vector with the field(s) removed.

**Examples**      **Remove Fields from a mapshape Vector**

Create mapshape vector and remove a field.

```
s = mapshape(shaperead('tsunamis'));  
tf = isfield(s, 'Intensity')  
s2 = rmfield(s, 'Intensity');  
tf = isfield(s2, 'Intensity')
```

```
tf =
```

```
    1
```

```
tf =
```

```
    0
```

## See Also

[mapshape.fieldnames](#) | [mapshape.rmprop](#)

# mapshape.rmprop

---

**Purpose** Remove properties from mapshape vector

**Syntax**  
`sf = rmprop(s,propname)`  
`sf = rmprop(s,proprnames)`

**Description** `sf = rmprop(s,propname)` removes the property specified by the string, `propname` from the mapshape vector, `s`.  
`sf = rmprop(s,proprnames)` removes all the properties specified in the cell array, `proprnames`, from the mapshape vector, `s`. If `proprnames` contains a coordinate property an error is issued.

---

**Note** `rmprop` cannot remove X, Y, Metadata and Geometry fields. The specified string, `propname`, is case sensitive.

---

**Input Arguments** **s**  
mapshape vector.

**Output Arguments** **sf**  
Modified mapshape vector with the specified property(s) removed.

**Examples** **Remove a property of a mapshape vector**

Create a mapshape vector and remove a property.

```
s = mapshape(shaperead('tsunamis'));  
tf = isfield(s,'Validity')  
s2 = rmprop(s, 'Validity');  
tf = isfield(s2,'Validity')
```

```
tf =
```

```
1
```

```
tf =  
    0
```

**See Also** `mapshape.fieldnames`

# mapshape.size

---

**Purpose** Size of mapshape vector

**Syntax**  
`val = size(s)`  
`val = size(s,1)`  
`val = size(s, n)`  
`[m,k] = size(s)`

**Description**  
`val = size(s)` returns the vector `[length(val), 1]`.  
`val = size(s,1)` returns the length of `s`.  
`val = size(s, n)` returns 1 for `n >= 2`.  
`[m,k] = size(s)` returns `length(s)` for `m` and 1 for `k`.

**Input Arguments**  
**s**  
mapshape vector.

**n**  
Number of the dimension at which size of `s` is required.

**Output Arguments**  
**val**  
Vector of the form `[length(s), 1]`.

**m**  
Length of `s`.

**k**  
Length of second dimension of `s`. `k` is always 1.

## Examples **Size of a mapshape vector**

Create a mapshape vector and get its size.

```
structArray = shaperead('worlddrivers');  
s= mapshape(structArray);  
structSize = size(structArray)
```



```
sSize = size(s)
```

```
structSize =
```

```
    128    1
```

```
sSize =
```

```
    128    1
```

The second dimension is always 1.

## See Also

[geoshape.length](#) | [size](#)

# mapshape.struct

---

**Purpose** Convert mapshape vector to scalar structure

**Syntax** structArray = struct(s)

**Description** structArray = struct(s) converts the mapshape vector, s, to a scalar structure array, structArray.

**Input Arguments** **s**  
mapshape vector.

**Output Arguments** **structArray**  
Scalar structure of the mapshape vector s.

## **Examples** **Convert a mapshape vector into struct**

Create a mapshape vector and then convert it into a struct.

```
structArray = shaperead('worldcities')
s = mapshape(structArray);
structArray2 = struct(s)
```

```
structArray =
```

```
318x1 struct array with fields:
    Geometry
    X
    Y
    Name
```

```
structArray2 =
```

```
    Geometry: 'point'
    Metadata: [1x1 struct]
             X: [1x635 double]
             Y: [1x635 double]
```

Name: {1x318 cell}

**See Also** [geoshape.properties](#)

# mapshape.vertcat

---

**Purpose** Vertical concatenation for mapshape vectors

**Syntax** `s = vertcat(s1,s2, ...)`

**Description** `s = vertcat(s1,s2, ...)` vertically concatenates the mapshape vector, `s1`, `s2`, and so on. If the class type of any property is a cell array, then the resultant field in the output `s` will also be a cell array.

**Input Arguments** **s1, s2, ...**  
mapshape vectors to be concatenated.

**Output Arguments** **s**  
Concatenated mapshape vector.

## **Examples** **Concatenate mapshape vectors**

Create two mapshape vectors and concatenate them.

```
s1 = mapshape(42, -110, 'Temperature', 65, 'Name', 'point1');  
s2 = mapshape( 42.1, -110.4, 'Temperature', 65.5, 'Name', 'point2');  
s = vertcat(s1, s2)
```

```
s =
```

```
2x1 mapshape vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'line'
```

```
    Metadata: [1x1 struct]
```

```
Vertex properties:
```

```
(2 features concatenated with 1 delimiter)
```

```
    X: [42 NaN 42.1000]
```

```
    Y: [-110 NaN -110.4000]
```

```
Feature properties:
```

```
    Temperature: [65 65.5000]
```

```
    Name: {'point1' 'point2'}
```

**See Also** [mapshape.cat](#)

# mapshow

---

**Purpose** Display map data without projection

**Syntax**

```
mapshow(x,y)
mapshow(x,y,z,'DisplayType',typestring)
mapshow(x,y,I)
mapshow(x,y,A,cmap)
mapshow(Z,R,'DisplayType',typestring)
mapshow(I,R)
mapshow(A,cmap,R)
mapshow(S)
mapshow(S,'SymbolSpec',symspec)
mapshow(filename)
mapshow(AX, ___)
h = mapshow(___ )
mapshow( ___,Name,Value,...
```

**Description** `mapshow(x,y)` plots the map coordinate vectors `x` and `y`. By default, `mapshow` plots a line but you can plot points or polygons, by setting the `DisplayType` parameter. `x` and `y` may contain embedded NaNs that delimit individual lines or polygon parts.

`mapshow(x,y,z,'DisplayType',typestring)` displays a geolocated data grid, where `x` and `y` are  $M$ -by- $N$  map coordinate arrays, and `z` is an  $M$ -by- $N$  array of class `double`. `typestring` must be `'surface'`, `'mesh'`, `'texturemap'`, or `'contour'`. The values `x`, `y`, and `z` may contain embedded NaNs that delimit individual lines or polygon parts.

`mapshow(x,y,I)` displays a geolocated image as a texture map on a zero-elevation surface. `x` and `y` are geolocation arrays in map coordinates. `I` is a grayscale, binary, or RGB image. The coordinate arrays `x` and `y` must match the image in size.

`mapshow(x,y,A,cmap)` displays a geolocated image as a texture map on a zero-elevation surface. `x` and `y` are geolocation arrays in map

coordinates. *A* is an indexed image with its corresponding colormap, *cmap*.

`mapshow(Z,R,'DisplayType',typestring)` displays the regular data grid, *Z*, which is a 2-D array of class `double`. *R* is a 3-by-2 referencing matrix or a map raster reference object that relates the subscripts of *Z* to map coordinates. *typestring* must be `'surface'`, `'mesh'`, `'texturemap'`, or `'contour'`. If `'DisplayType'` is `'texturemap'`, `mapshow` constructs a surface with `ZData` values set to 0.

`mapshow(I,R)` displays the image *I*, georeferenced to map coordinates. *I* can be a grayscale, binary, or RGB image. It constructs an image object if the display geometry permits; otherwise, the image is shown as a texture map on a zero-elevation surface.

`mapshow(A,cmap,R)` displays the indexed image *Indexed*, georeferenced to map coordinates. *cmap* is the colormap associated with the indexed image. It constructs an image object if the display geometry permits; otherwise, the image is shown as a texturemap on a zero-elevation surface.

`mapshow(S)` displays the vector geographic features stored in *S* as points, multipoints, lines, or polygons, according to the `'Geometry'` field of *S*. If *S* is either a `mappoint` vector, `mapshape` vector, or a `mapstruct` (with *x* and *y* coordinate fields), the coordinate values are used directly to plot features in map coordinates. If *S* is either a `geopoint` vector, `geoshape` vector, or a `geostruct` (with `'Lat'` and `'Lon'` fields), `mapshow` projects the vertices using the Plate Carree projection and issues a warning.

`mapshow(S,'SymbolSpec',symspec)` displays the vector geographic features stored in *S*, where *SYMSPEC* specifies the symbolization rules used for the vector data through a structure returned by `MAKESYMBOLSPEC`.

# mapshow

---

`mapshow(filename)` displays data from `FILENAME`, according to the type of file format. The `DisplayType` parameter is set automatically, according to the following table:

| <b>Format</b>                  | <b>DisplayType</b>                          |
|--------------------------------|---------------------------------------------|
| shapefile                      | 'point', 'multipoint', 'line', or 'polygon' |
| geotiff                        | 'image'                                     |
| TIFF/JPEG/PNG with a work file | 'image'                                     |
| ARC ASCII GRID                 | 'surface' (may be overwritten)              |
| SDTS raster                    | 'surface' (may be overwritten)              |

`mapshow(AX, ___)` sets the axes parent to `AX`. This is equivalent to `mapshow(..., 'Parent', AX, ...)`

`h = mapshow(___)` returns a handle to a MATLAB graphics object or, in the case of polygons, a modified patch object. If a mappoint vector, mapshape vector, mapstruct or shapefile name is input, `mapshow` returns the handle to an `hggroup` object with one child per feature. In the case of polygon vector data, each child is a modified patch object; otherwise it is a line object.

`mapshow(___, Name, Value, ...)` specifies name-value pairs that modify the type of display or set MATLAB graphics properties. Parameter names can be abbreviated and are case-insensitive. Refer to the MATLAB Graphics documentation on `line`, `patch`, `image`, `surface`, `mesh`, and `contour` for a complete description of these properties and their values.

## Input Arguments

### **x** - Map x-axis coordinates

numeric vector

Map x-axis coordinates, specified as a numeric vector.



**Example:**

**Data Types**

single | double | int8 | int16 | int32 | uint8 | uint16 |  
uint32

**y - Map y-axis coordinates**

numeric vector

Map y-axis coordinates, specified as a numeric vector.

**Example:**

**Data Types**

single | double | int8 | int16 | int32 | uint8 | uint16 |  
uint32

**z -**

(default) | M-by-N array of class double

**Example:**

**Data Types**

single | double | int8 | int16 | int32 | int64 | uint8 |  
uint16 | uint32 | uint64 | logical | char | struct | table  
| cell | function\_handle

**Complex Number Support:** Yes

**Z -**

(default) |

**Example:**

**Data Types**

single | double | int8 | int16 | int32 | int64 | uint8 |  
uint16 | uint32 | uint64 | logical | char | struct | table  
| cell | function\_handle

**Complex Number Support:** Yes

**I - Input image**

(default) |

Example:

## Data Types

single | double | int8 | int16 | int32 | int64 | uint8 |  
uint16 | uint32 | uint64 | logical | char | struct | table  
| cell | function\_handle

**Complex Number Support:** Yes

## A - Indexed input image

(default) |

Example:

## Data Types

single | double | int8 | int16 | int32 | uint8 | uint16 |  
uint32

## R - Spatial referencing information associated with input image

(default) | referencing matrix | map raster reference object

Spatial referencing information associated with input image, specified as a referencing matrix or map raster reference object.

Example:

## cmap - Color map

(default) |

Example:

## Data Types

single | double | int8 | int16 | int32 | int64 | uint8 |  
uint16 | uint32 | uint64 | logical | char | struct | table  
| cell | function\_handle

**Complex Number Support:** Yes

## ax - Axes parent

handle to Handle Graphics object

Axes parent, specified as a handle to a Handle Graphics object.

**Example:****Data Types**

single | double | int8 | int16 | int32 | int64 | uint8 |  
 uint16 | uint32 | uint64 | logical | char | struct | table  
 | cell | function\_handle

**Complex Number Support:** Yes

**filename - File containing geographic features**

text string

File containing geographic features, specified as a text string. The mapshow function sets the DisplayType parameter according to the file format.

| File Format                     | DisplayType                   |
|---------------------------------|-------------------------------|
| Shapefile                       | 'point', 'line', or 'polygon' |
| GeoTIFF                         | 'image'                       |
| TIFF/JPEG/PNG with a world file | 'image'                       |
| ARC ASCII GRID                  | 'surface' (can be overridden) |
| SDTS raster                     | 'surface' (can be overridden) |

**Example:****Data Types**

char

**S - Geographic vector features or planar vector features**

mappoint vector | mapshape vector | mapstruct | geopoint vector |  
 geoshape vector | geostruct

Geographic vector features or planar vector features, specified as a mappoint vector, mapshape vector, mapstruct, geopoint vector, geoshape vector, or a geostruct, The mapshow function displays the vector geographic features stored in S as points, multipoints, lines, or polygons according to the 'Geometry' field of S.

- If `S` is a mappoint vector, mapshape vector, or a mapstruct (with `X` and `Y` coordinate fields), `mapshow` uses the coordinate values directly to plot features in map coordinates.
- If `S` is a geopoint vector, geoshape vector, or a geostruct (with `'Lat'` and `'Lon'` fields), `mapshow` projects vertices using the Plate Carree projection and issues a warning.

**Example:**

## **Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name, Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes (`' '`). You can specify several name and value pair arguments in any order as `Name1, Value1, ..., NameN, ValueN`.

**Example:**

## **'SymbolSpec' - Symbolization rules used for vector data**

symbol specification structure

Symbolization rules used for vector data, specified as a symbol specification structure.

**Example:**

## **'DisplayType' - Type of graphic display for the data**

`'line'` (default) | `'point'` | `'multipoint'` | `'polygon'` | `'image'` | `'surface'` | `'mesh'` | `'texturemap'` | `'contour'`

Type of graphic display for the data, specified as one of the text strings in the following table. You can set any MATLAB Graphics line, patch, image, surface, and contour properties. See the table for links to the MATLAB documentation on these properties.

| <b>Data Type</b> | <b>DisplayType</b>   | <b>Type of Property</b>                                                                                           |
|------------------|----------------------|-------------------------------------------------------------------------------------------------------------------|
| Vector           | 'point'              | <i>line marker</i><br>On the MATLAB Line Properties reference page, under Line Property Descriptions, see Marker. |
|                  | 'multipoint'         | <i>line marker</i><br>On the MATLAB Line Properties reference page, under Line Property Descriptions, see Marker. |
|                  | 'line' (default)     | <i>line</i><br>See the MATLAB Line Properties reference page.                                                     |
|                  | 'polygon'            | <i>patch</i><br>See the MATLAB Patch Properties reference page.                                                   |
| Image            | 'image' or 'surface' | <i>image or surface</i><br>See the MATLAB Image Properties or Surface Properties reference page.                  |

| Data Type | DisplayType  | Type of Property                                                         |
|-----------|--------------|--------------------------------------------------------------------------|
| Grid      | 'surface'    | <i>surface</i><br>See the MATLAB Surface Properties reference page.      |
|           | 'mesh'       | <i>surface</i><br>See the MATLAB Surface Properties reference page.      |
|           | 'texturemap' | <i>surface</i><br>See the MATLAB Surface Properties reference page.      |
|           | 'contour'    | <i>contour</i><br>See the MATLAB Contourgroup Properties reference page. |

### Example:

#### Data Types

char

## Output Arguments

### **h** - Object created from data

handle to an object

Object created from data, specified as a handle to a Handle Graphics object.

## Examples

### Overlay Vector on Orthophoto

Overlay Boston roads on an orthophoto. Note that mapshow draws a new layer in the axes rather than replacing its contents.

Display image.

figure

```
mapshow boston.tif  
axis image off manual
```



Convert Boston roads to units of survey feet and overlay on orthophoto.

```
S = shaperead('boston_roads.shp');  
surveyFeetPerMeter = unitsratio('sf','meter');  
x = surveyFeetPerMeter * [S.X];  
y = surveyFeetPerMeter * [S.Y];  
mapshow(x,y)
```

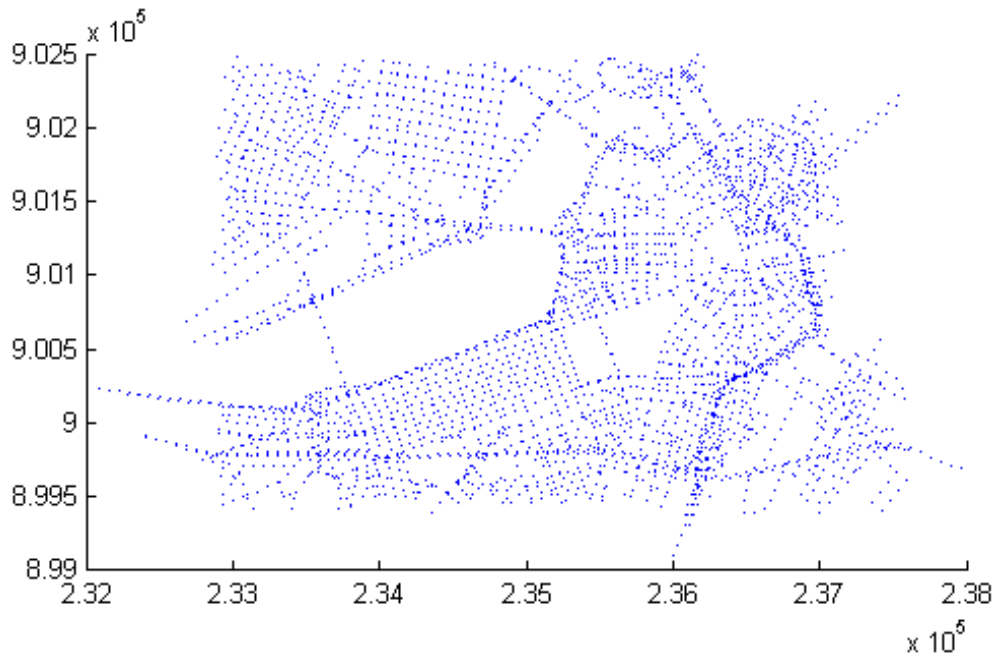


## Display Vector Data Customizing Line Style

Read the vector data and display it using a dotted line.

```
roads = shaperead('boston_roads.shp');  
figure  
mapshow(roads, 'LineStyle', ':');
```





### Display Vector Data Using Symbol Specification

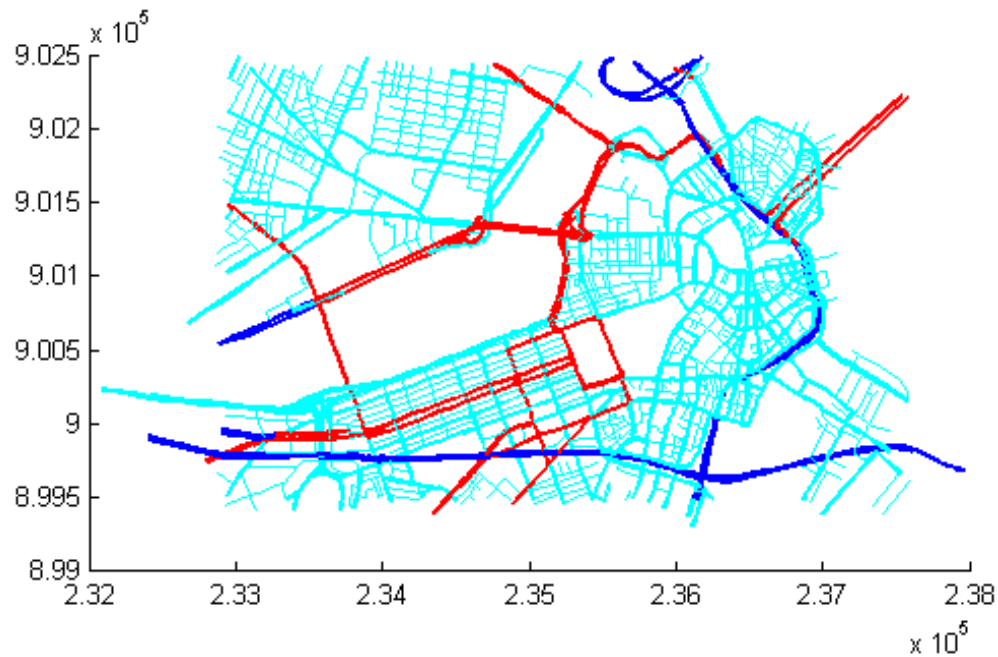
Create a symbol specification to distinguish between different types of roads. For example, you can hide very minor roads (CLASS=6) by turning off their visibility and make major roads (CLASS=1-4) more visible by increasing their line widths. This symbol specification also uses color to distinguish between types of roads.

```
roadspec = makesymbolspec('Line',...  
                           {'ADMIN_TYPE',0,'Color','cyan'}, ...
```

```
{'ADMIN_TYPE',3,'Color','red'},...  
{'CLASS',6,'Visible','off'},...  
{'CLASS',[1 4],'LineWidth',2});
```

Display the vector data using the symbol specification.

```
figure  
mapshow('boston_roads.shp','SymbolSpec',roadspec);
```



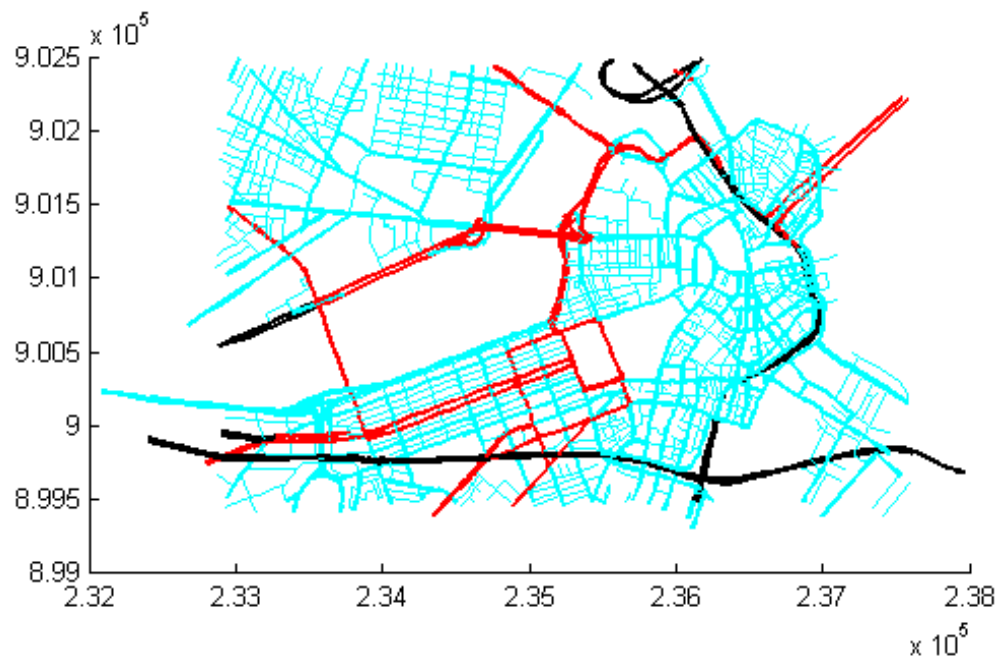
## Override Default Properties of the Line

Create a symbol specification and specify the default color used for lines. As seen in the previous example, the default is blue. This example sets the default to black.

```
roadspec = makesymbolspec('Line',...
    {'Default', 'Color', 'black'}, ...
    {'ADMIN_TYPE',0,'Color','c'}, ...
    {'ADMIN_TYPE',3,'Color','r'},...
    {'CLASS',6,'Visible','off'},...
    {'CLASS',[1 4],'LineWidth',2});
```

Display the vector data, using the symbol specification. Note how the major roads displayed in blue in the previous example are now black.

```
figure
mapshow('boston_roads.shp','SymbolSpec',roadspec);
```



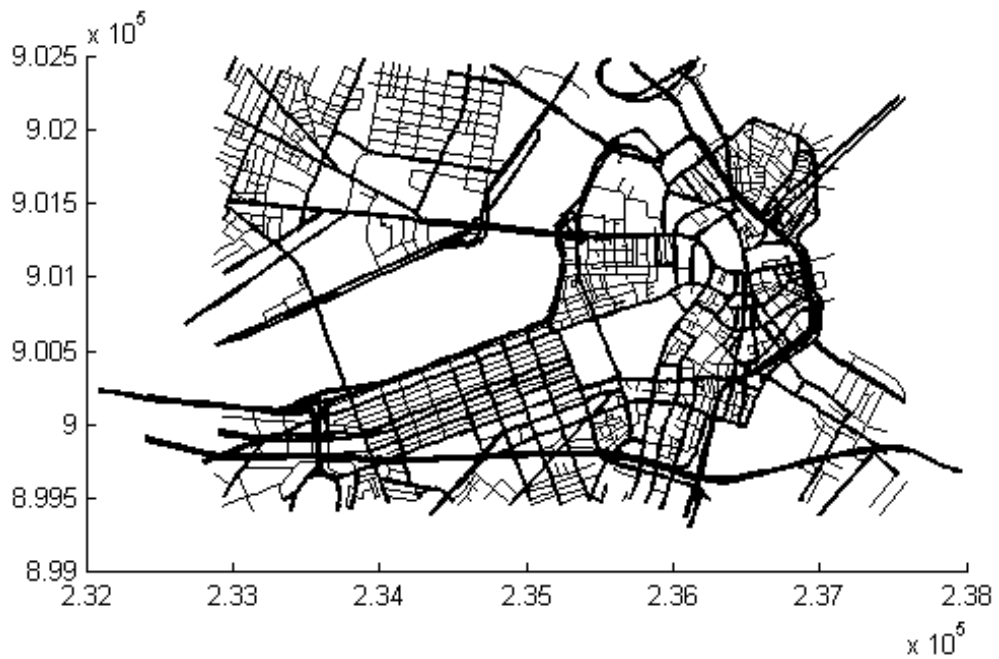
## Override Symbol Specification on Command Line

Create a symbol specification, setting various properties.

```
roadspec = makesymbolspec('Line',...  
    {'Default', 'Color', 'yellow'}, ...  
    {'ADMIN_TYPE',0,'Color','c'}, ...  
    {'ADMIN_TYPE',3,'Color','r'},...  
    {'CLASS',6,'Visible','off'},...  
    {'CLASS',[1 4],'LineWidth',2});
```

Display the vector data, specifying the color on the command line.

```
figure  
mapshow('boston_roads.shp', 'Color', 'black', 'SymbolSpec', roadspec)
```



### Overlay Polygon and Lines on Orthophoto

Read orthophoto.

# mapshow

---

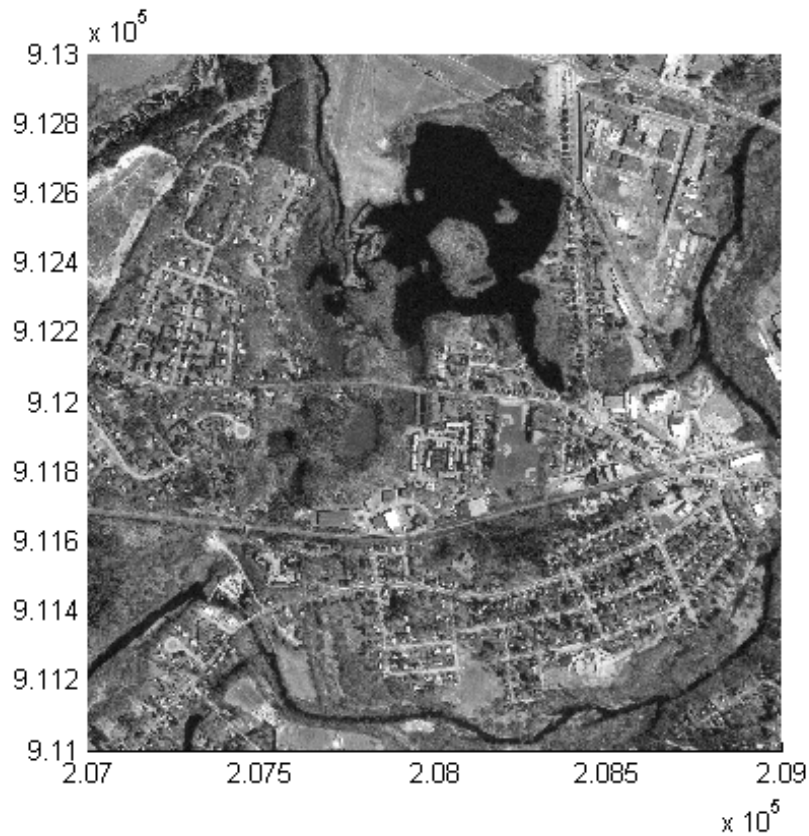
```
[ortho, cmap] = imread('concord_ortho_w.tif');
```

Read vector data.

```
R = worldfileread('concord_ortho_w.tfw', 'planar', size(ortho));
```

Display the orthophoto with the vector data.

```
figure  
mapshow(ortho,cmap,R)
```

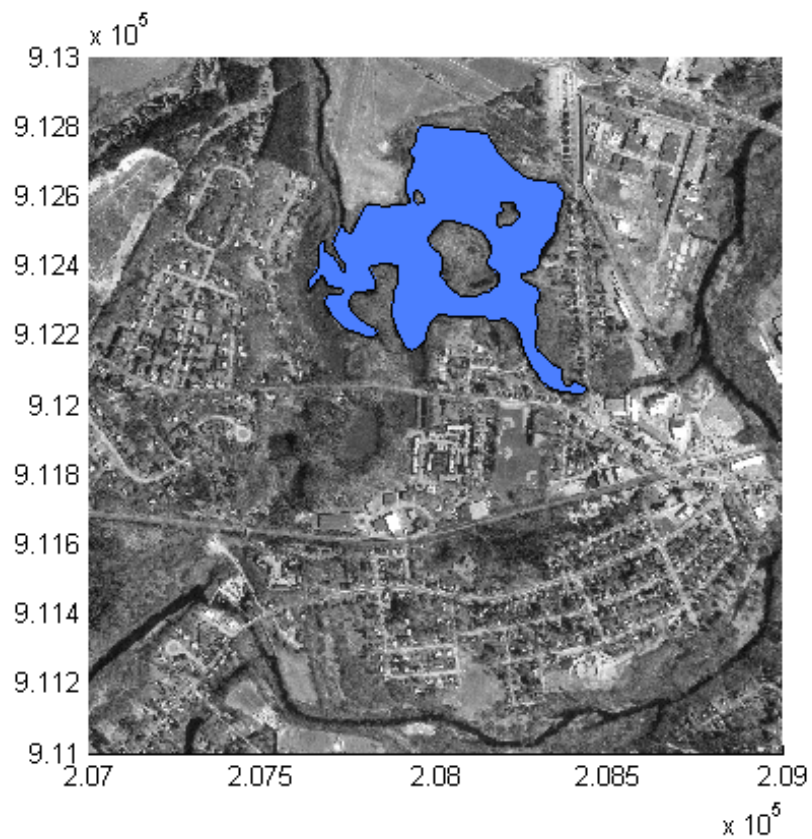


Read polygon vector data representing a pond with three islands (feature 14 in the file). Note that the islands are visible in the orthophoto through three "holes" in the pond polygon.

```
pond = shaperead('concord_hydro_area.shp', 'RecordNumbers', 14);  
mapshow(pond, 'FaceColor', [0.3 0.5 1], 'EdgeColor', 'black')
```

# mapshow

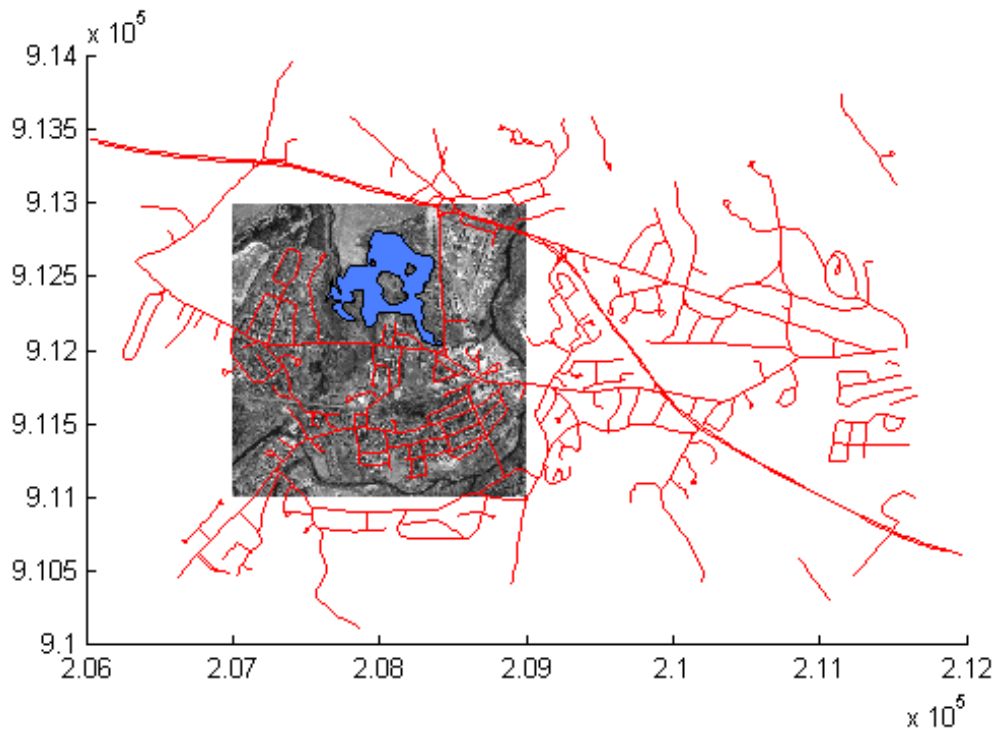
---



Overlay road vector data in the same figure.

```
mapshow('concord_roads.shp', 'Color', 'red', 'LineWidth', 1);
```





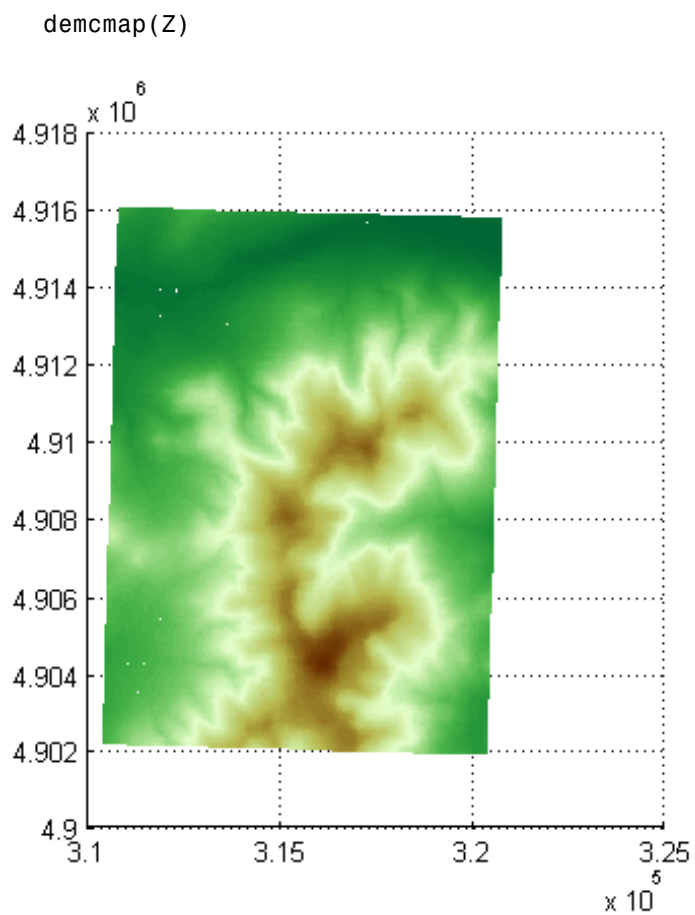
### Display Terrain Data as Mesh, Surface, and 3-D Surface

Read SDTS DEM terrain data for Mount Washington.

```
[Z, R] = sdtsemread('9129CATD.DDF');
```

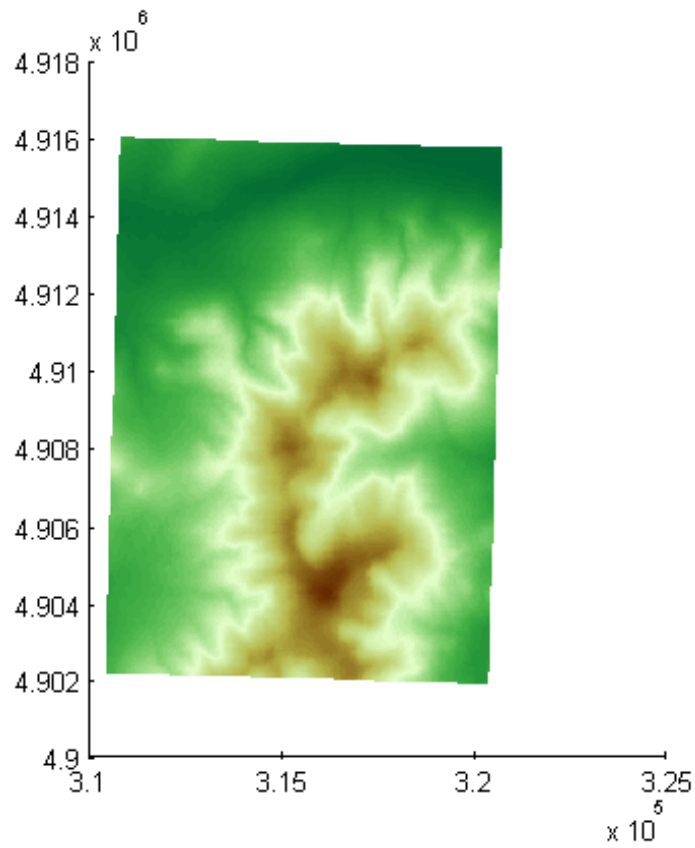
View the terrain data as a mesh.

```
figure  
mapshow(Z, R, 'DisplayType', 'mesh');
```



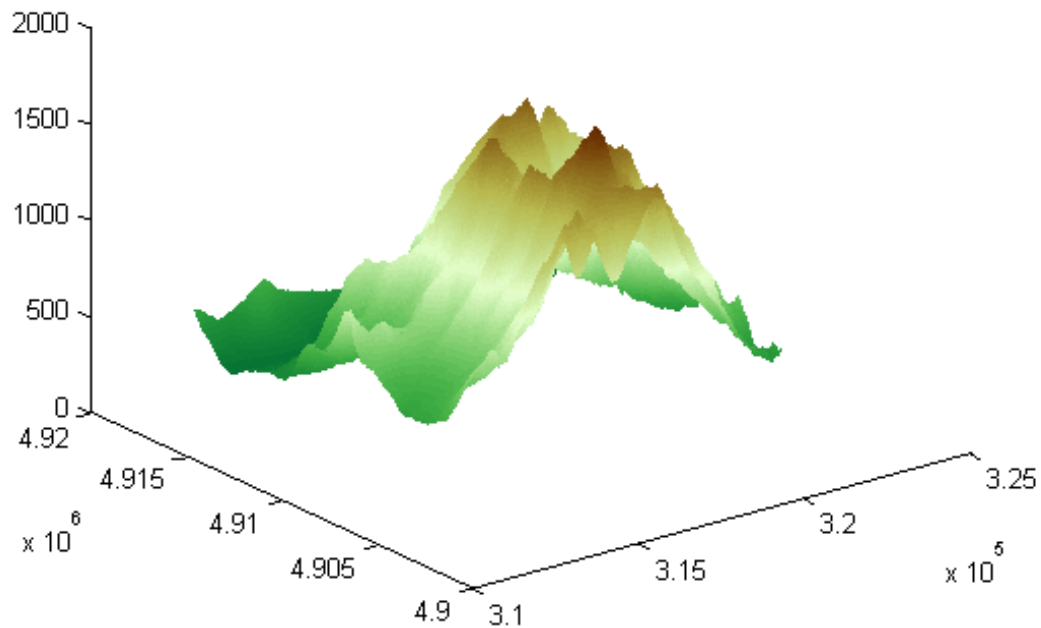
View the terrain data as a surface.

```
figure  
mapshow(Z, R, 'DisplayType', 'surface');  
demcmap(Z)
```



View the terrain data as a 3-D surface.

```
view(3);  
axis normal
```



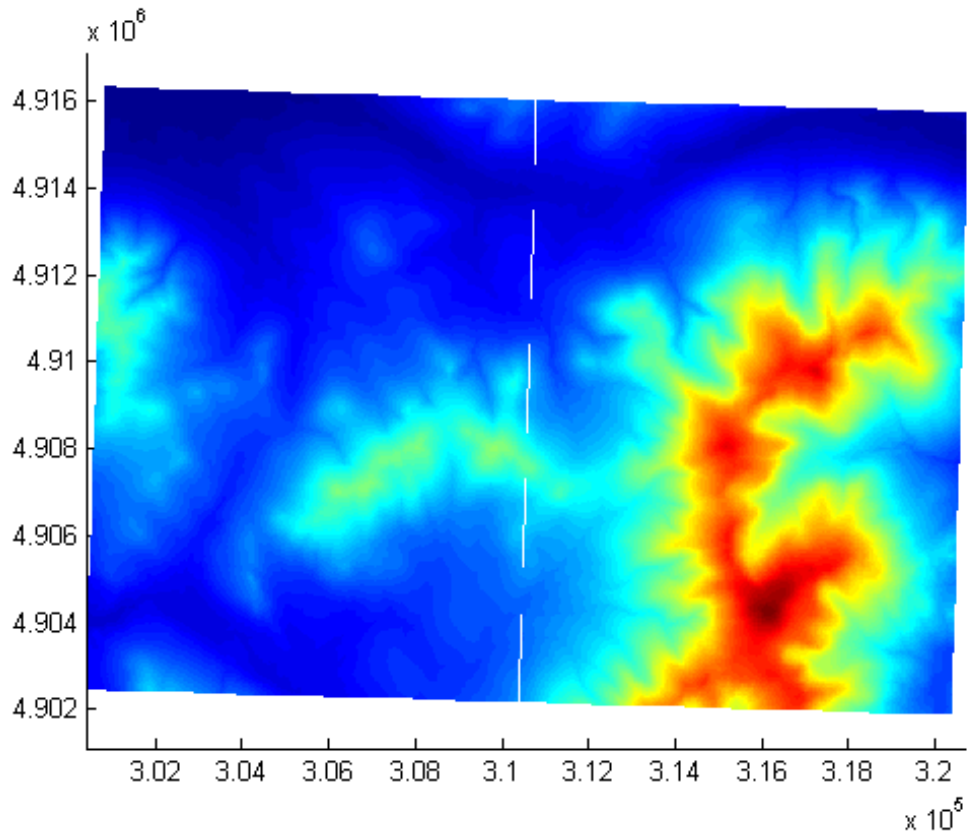
## Display Grid and Contour Lines

Read the terrain data files for Mount Washington and Mount Dartmouth.

```
[Z_W, R_W] = arcgridread('MtWashington-ft.grd');  
[Z_D, R_D] = arcgridread('MountDartmouth-ft.grd');
```

Display the terrain data as a surface in the  $z == 0$  plane, so that overlying contour lines and labels are visible.

```
figure('Renderer', 'zbuffer')
hold on
mapshow(zeros(size(Z_W)),R_W,'CData',Z_W,'DisplayType','surface')
mapshow(zeros(size(Z_D)),R_D,'CData',Z_D,'DisplayType','surface')
axis equal
```

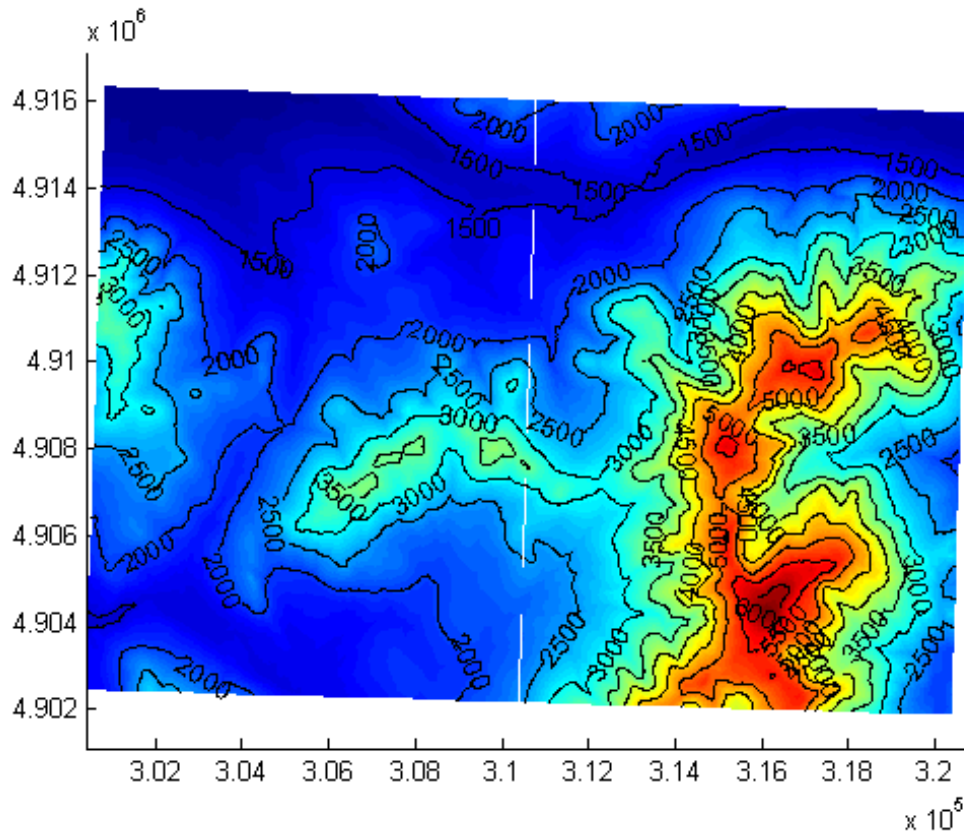


Overlay black contour lines and labels.

```
cW = mapshow(Z_W, R_W, 'DisplayType', 'contour', ...
    'LineColor','black', 'ShowText', 'on');
```

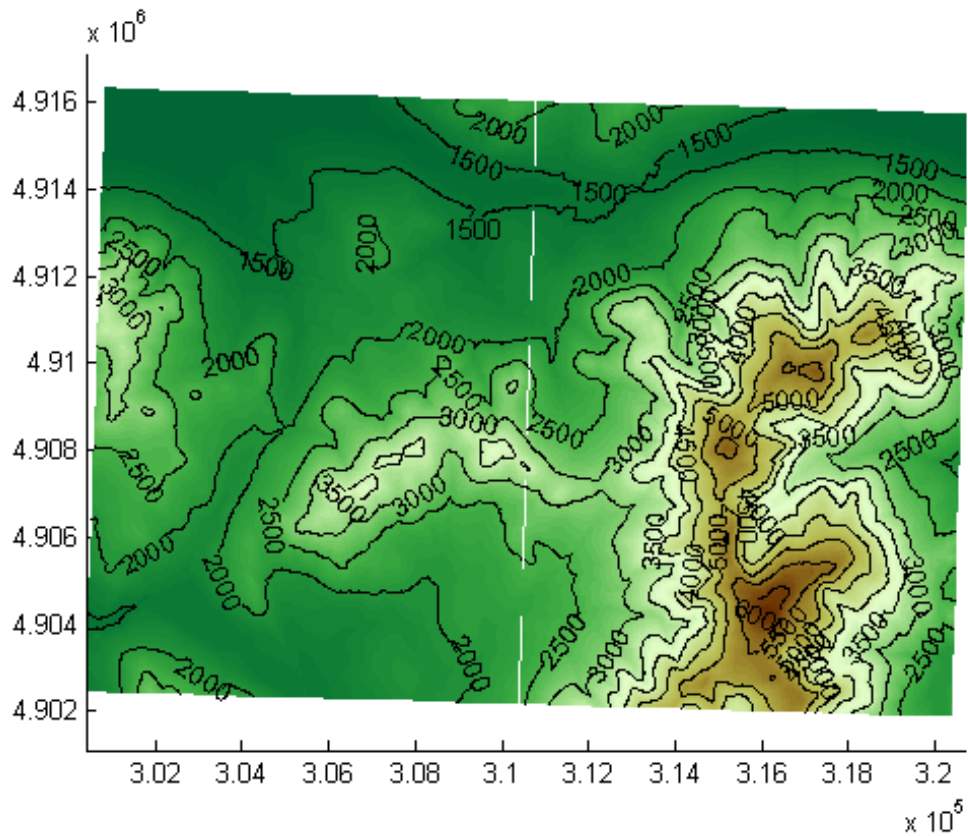
# mapshow

```
cD = mapshow(Z_D, R_D, 'DisplayType', 'contour', ...  
            'LineColor','black', 'ShowText', 'on');
```



Set the colormap appropriate to terrain elevation.

```
dencmap(Z_W)
```

**See Also**

[geoshow](#) | [makesymbolspec](#) | [shaperead](#) | [mapview](#)

**Related Examples**

- “Displaying Vector Data with Mapping Toolbox Functions”

# maptriml

---

**Purpose** Trim lines to latitude-longitude quadrangle

**Syntax** `[lat,lon] = maptriml(lat0,lon0,latlim,lonlim)`

**Description** `[lat,lon] = maptriml(lat0,lon0,latlim,lonlim)` returns *filtered* NaN-delimited vector map data sets from which all points lying outside the desired latitude and longitude limits have been discarded. These limits are specified by the two-element vectors `latlim` and `lonlim`, which have the form `[south-limit north-limit]` and `[west-limit east-limit]`, respectively.

**Examples** Following is a simple example:

```
lat0 = [1:10,9:-1:0]; lon0 = -30:-11;
[lat,lon] = maptriml(lat0,lon0,[3 7],[-29 -12]);
[lat lon]
```

```
ans =
     NaN     NaN
      3    -28
      4    -27
      5    -26
      6    -25
      7    -24
     NaN     NaN
      7    -18
      6    -17
      5    -16
      4    -15
      3    -14
     NaN     NaN
```

Notice that trimmed line segment ends have NaNs inserted at trim points.

**See Also** `maptrimp` | `maptrims`

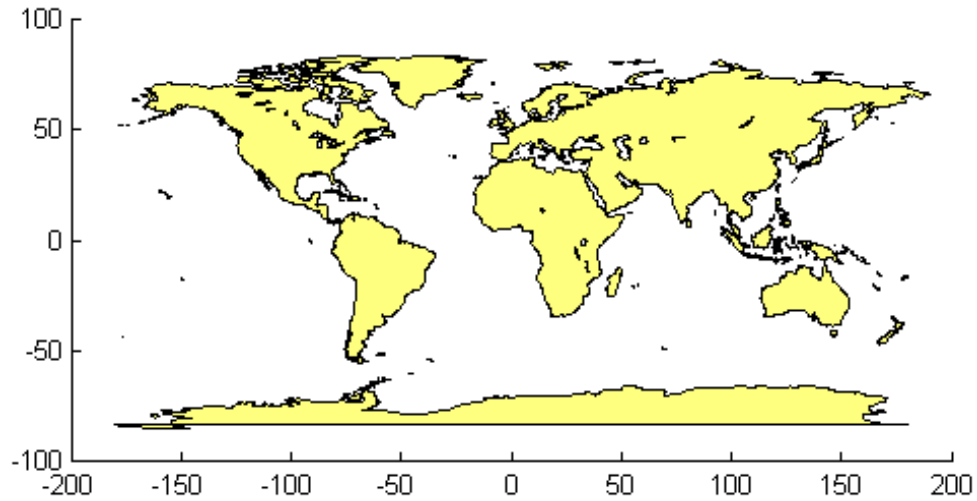


---

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Trim polygons to latitude-longitude quadrangle                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Syntax</b>      | <code>[latTrimmed,lonTrimmed] = maptrimp(lat,lon,latlim,lonlim)</code>                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Description</b> | <code>[latTrimmed,lonTrimmed] = maptrimp(lat,lon,latlim,lonlim)</code> trims the polygons in <code>lat</code> and <code>lon</code> to the quadrangle specified by <code>latlim</code> and <code>lonlim</code> . <code>latlim</code> and <code>lonlim</code> are two-element vectors, defining the latitude and longitude limits respectively. <code>lat</code> and <code>lon</code> must be vectors that represent valid polygons.                                          |
| <b>Tips</b>        | <p><code>maptrimp</code> conditions the longitude limits such that:</p> <ul style="list-style-type: none"><li>• <code>lonlim(2)</code> always exceeds <code>lonlim(1)</code></li><li>• <code>lonlim(2)</code> never exceeds <code>lonlim(1)</code> by more than 360</li><li>• <code>lonlim(1) &lt; 180</code> or <code>lonlim(2) &gt; -180</code></li><li>• Ensure that if the quadrangle span the Greenwich meridian, then that meridian appears at longitude 0.</li></ul> |
| <b>Examples</b>    | <p><b>Trim Dataset to Specific Geographic Area</b></p> <p>Read coastline data and display it on a map.</p> <pre>coast = load('coast.mat'); figure mapshow(coast.long, coast.lat, 'DisplayType', 'polygon');</pre>                                                                                                                                                                                                                                                           |

# maptrimp

---



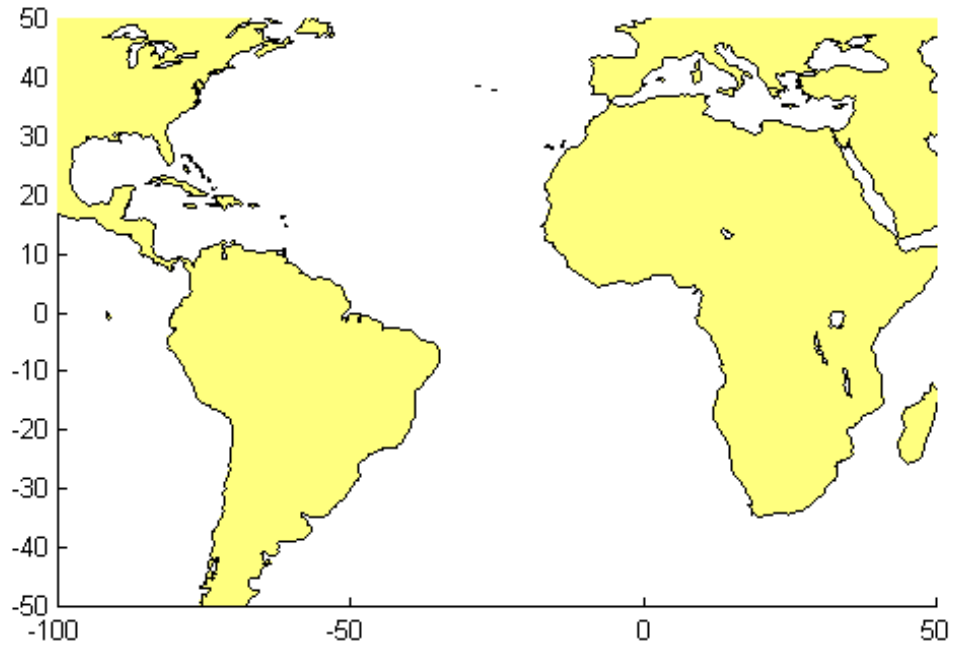
Trim the dataset.

```
latlim = [-50 50];  
lonlim = [-100 50];  
[latTrimmed, lonTrimmed] = maptrimp(coast.lat, coast.long, ...  
    latlim, lonlim);
```

Display the trimmed dataset.

figure

```
mapshow(lonTrimmed, latTrimmed, 'DisplayType', 'polygon');
```



**See Also** [maptrim1](#) | [maptrims](#)

# maptrims

---

**Purpose** Trim regular data grid to latitude-longitude quadrangle

**Syntax**

```
[Z_trimmed] = maptrims(Z,R,latlim,lonlim)
[Z_trimmed] = maptrims(Z,R,latlim,lonlim,cellDensity)
[Z_trimmed, R_trimmed] = maptrims(...)
```

**Description** [Z\_trimmed] = maptrims(Z,R,latlim,lonlim) trims a regular data grid Z to the region specified by latlim and lonlim. By default, the output grid Z\_trimmed has the same sample size as the input. R can be a geographic raster reference object, a referencing vector, or a referencing matrix. If R is a geographic raster reference object, its RasterSize property must be consistent with size(Z) and its RasterInterpretation must be 'cells'.

If R is a referencing vector, it must be a 1-by-3 vector with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If R is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to/from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If R is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. latlim and lonlim are two-element vectors, defining the latitude and longitude limits, respectively. The latlim vector has the form:

```
[southern_limit northern_limit]
```

Likewise, the lonlim vector has the form:

```
[western_limit eastern_limit]
```

When an individual value in latlim or lonlim corresponds to a parallel or meridian that runs precisely along cell boundaries, the output grid will extend all the way to that limit. But if a limiting parallel or meridian cuts through a column or row of input cells, then the limit

will be adjusted inward. In other words, the requested limits will be truncated as necessary to avoid partial cells.

`[Z_trimmed] = maptrims(Z,R,latlim,lonlim,cellDensity)` uses the scalar `cellDensity` to reduce the size of the output. If `R` is a referencing vector, then `R(1)` must be evenly divisible by `cellDensity`. If `R` is a referencing matrix, then the inverse of each element in the first two rows (containing "deltaLat" and "deltaLon") must be evenly divisible by `cellDensity`.

`[Z_trimmed, R_trimmed] = maptrims(...)` returns a referencing vector, matrix, or object for the trimmed data grid. If `R` is a referencing vector, then `R_trimmed` is a referencing vector. If `R` is a referencing matrix, then `R_trimmed` is a referencing matrix. If `R` is a geographic raster reference object, then `R_trimmed` is either a geographic raster reference object (when `Z_trimmed` is non-empty) or `[]` (when `Z_trimmed` is empty).

## Examples

```
load topo
[subgrid,subrefvec] = maptrims(topo,topolegend,...
                               [80.25 85.3],[165.2 170.7])

subgrid =
    -2826    -2810    -2802    -2793
    -2915    -2913    -2905    -2884
    -3192    -3186    -3165    -3122
    -3399    -3324    -3273    -3214

subrefvec =
     1     85    166
```

The upper left corner of the grid might differ slightly from that of the requested region. `maptrims` uses the corner coordinates of the first cell inside the limits.

## See Also

`maptrim1` | `maptrimp` | `resizem`

# mapview

---

**Purpose** Interactive map viewer

**Syntax** `mapview`

**Description** `mapview` opens the Map Viewer app in an empty state. Use the Map Viewer to view geospatial data in map ( $x$ - $y$ ) coordinates. The Map Viewer works with vector, image, and raster data grids in a map coordinate system. You can load data, pan and zoom on the map, control the map scale of your screen display, control the order, visibility, and symbolization of map layers, annotate your map, and click to learn more about individual vector features. `mapview` complements `mapshow` and `geoshow`, which are for constructing maps in ordinary figure windows in a less interactive, script-oriented way.

For usage information, see the following sections. You can also work through the Map Viewer tutorial, “Tour Boston with the Map Viewer App”.

**Importing Data** The Map Viewer opens with no data loaded and an empty map display window. The first step is to import a data set. Use the options in the **File** menu to select data from a file or from the MATLAB workspace:

## **Import From File**

Use the file browsing dialog to open a file in one of the following formats: Shapefile, GeoTIFF, SDTS DEM, Arc ASCII Grid, TIFF, JPEG, or PNG with world file. This option imports the data into the viewer but does not add it to your workspace.

To view standard-format geodata files provided with the toolbox, set your working folder or navigate the Map Viewer Open dialog to

`matlabroot/toolbox/map/mapdata`

## Import From Workspace

**Images.** Use the **Raster Data > Image** import dialog to select a **Referencing matrix or object name** and **Raster data name** for the image from the list of workspace variables. If the image type is truecolor (RGB), specify which band represents the red, green, and blue intensities. (The RasterInterpretation of the referencing object must be 'cells'.)

**Data grids.** Use the **Raster Data > Grid** import dialog to select X and Y geolocation and data grid array names from the list of workspace variables.

**Vector data.** Use the **Vector Data > Map coordinates** import dialog to select X and Y variables for map coordinates from the list of workspace variables and identify the type of geometry to be displayed (**Point**, **Line**, or **Polygon**). The X and Y variables can specify multiple line segments or multiple polygons if they contain NaNs at matching locations in the coordinate vectors.

**Vector geographic data structure.** Use the **Vector Data > Geographic data structure** import dialog to select the struct that contains vector map data from the list of workspace variables.

Once you import your first data set, the Map Viewer automatically sets the limits of its map display window to the spatial extent of the imported data.

## Working in Map Coordinates

As you move any of the Map Viewer cursors across the map display area, the coordinate readout in the lower left corners shows you the cursor position in map X and Y coordinates.

The Map Viewer requires that all currently viewed data sets possess the same coordinate system and length units. This is likely to be the case for data sets that originated from a common source. If it is not the case, you will need to adjust coordinates before importing data into the Map Viewer.

If some or all of your data is in geographic coordinates, use `projfwd` or `mfwdtran` to project latitudes and longitudes to your desired map coordinate system before you import it. When starting from a different projection, you must first unproject to latitude and longitude using `projinv` or `minvtran`, then reproject with `projfwd` or `mfwdtran`. You might also need to adjust the horizontal datum of your data using, for example, the free GEOTRANS (Geographic Translator) application from the Geospatial Sciences Division of the U.S. National Geospatial-Intelligence Agency (NGA). If you simply need a change of units, multiply by the appropriate conversion factor obtained from `unitsratio`.

`mapview` can also display data in unprojected geographic coordinates, if you consistently substitute longitude for map X and latitude for map Y. Geographic coordinates must be consistently expressed in either degrees or radians (not both at once). When using geographic coordinates, do not specify the viewer's map units (see below); you can only use the Map Viewer's map scale display when working in linear units of length.

## Setting Map Units and Scale

If you tell the Map Viewer which length unit you are using, it can calculate an approximate map scale for your onscreen display. Set the map units with either the drop-down menu at the bottom of the display or the **Set Map Units** item in the **Tools** menu.

The scale computed by the Map Viewer is displayed in the window just above the map units drop-down. To change your display scale while keeping the center of the map display fixed, simply edit this text box.

Make sure to format your text in the standard way ( $1:N$ , where  $N$  is a positive number such that a distance on the ground is  $N$  times the same distance on your screen, e.g.,  $1:24000$ ).

The scale is approximate because it depends on the MATLAB estimate of the size of your screen pixels. It is also approximate if your projection introduces significant distortion. If your data falls in a fairly small area and you use a conformal projection (e.g., UTM with all data in a single zone), the scale will be very consistent across your entire map.



## Navigating Your Map

By default, the Map Viewer sets the limits of your map window to match the extent of the first data set that you load. You will probably want to adjust this to see some areas in greater detail.

The Map Viewer provides several tools to control the limits of your map window and the map scale of the data display. Some are familiar from standard MATLAB figure windows.

- **Zoom in:** Drag a box to zoom in on a specific area or click a point to zoom in with that point centered in the map display.
- **Zoom out:** Click a point to zoom out with that point centered in the map display.
- **Pan tool:** Click, hold, and drag to reposition the selected point in the display window, while holding the map scale fixed. Release when you are satisfied with new display limits.
- **Fit to window:** Set the map display to enclose all currently loaded data layers. This is equivalent to selecting **Fit to Window** in the **View** menu.
- **Back to previous view:** Click this button once to return the map scale and display center to their values prior to the most recent zoom, pan, or scale change. Click repeatedly to undo earlier changes. This is equivalent to selecting **Previous View** in the **View** menu.

Another way to zoom in or out while keeping the center of the view fixed at the same map coordinates is to directly edit the map scale box at the bottom of the screen.

## Managing Map Layers

Each time you import a set of vectors, an image, or a data grid into the Map Viewer, the new data is stored in a new map layer. The layers form an ordered stack. Each layer is listed as an item in the **Layers** menu, with its position in the menu indicating its position in the stack.

When you import a new layer, the Map Viewer automatically places it at the top of the layer stack. To reposition a layer in the stack, select it in the **Layers** menu, slide right, and select **To Top**, **To Bottom**, **Move Up**, or **Move Down** from the pop-up submenu.

The vector features or raster in a given layer obscure coincident elements of any underlying layers. To control layers that are obscuring one another, you can also toggle layer visibility on and off. Use the item **Visible** in the slide-right menu. Or, simply remove a layer from the Map Viewer via the **Remove** item in the slide-right menu. Remember that even if a layer's visibility is *on*, the layer does not appear if its contents are located completely outside the current display limits or are obscured by another layer.

## Symbolizing Vector Features

When point, line, and polygon layers are loaded, the Map Viewer initializes their graphics properties as follows:

| Geometry                | Properties                                                                                                     |
|-------------------------|----------------------------------------------------------------------------------------------------------------|
| Point (line objects)    | LineStyle = 'none'<br>Marker = 'x'<br>MarkerEdgeColor = <randomly generated value><br>MarkerFaceColor = 'none' |
| Line (line objects)     | Color = <randomly generated value><br>LineStyle = '-'<br>Marker = 'none'                                       |
| Polygon (patch objects) | EdgeColor = [0 0 0] FaceColor = <randomly generated value>                                                     |

To override symbolism defaults for a vector layer, use `makesymbolspec` to create a symbol specification in the workspace. A `symbolspec` contains a set of rules for setting vector graphics properties based on the values of feature attributes. For instance, if you have a line layer representing roads of various classes (e.g., major highway, secondary road, etc.), you can create a `symbolspec` to use a different color, line width, or line style for each road class. See the `makesymbolspec` help for examples and to learn how to construct a `symbolspec`. If you regularly work with data sets sharing a common set of feature attributes, you might want to save one or more `symbolspecs` in a MAT-file (or save calls to `makesymbolspec` in a MATLAB program file).

Once you have a symbolspec in your workspace, select your vector layer in the **Layers** menu, then slide right and click **Set Symbol Spec**, which opens a dialog box. Use the dialog box to select the symbolspec from your workspace.

## Getting Information About Vector Features

The **Datatip** tool and the **Info** tool provide different ways to check the attributes of vector features that you select graphically. Before using either tool you must designate one of your vector layers as *active*. (The default active layer is the first one that you imported.) Either use the **Active Layer** drop-down menu at the bottom of your screen or select the layer in the **Layers** menu, slide right, and select **Active**. Having a designated active layer ensures that when you click a feature you don't inadvertently select an overlapping feature from a different layer.

- **Datatip tool:** The **Datatip** tool displays a feature attribute in a text label each time you click a vector feature. By default the attribute is the first one in the layer's attribute list. To change which attribute is used, select the layer in the **Layers** menu, slide right, and click **Set Layer Attribute**. In the dialog that follows, select a different attribute, or **Index**. If you choose **Index**, the Map Viewer displays the one-based index value corresponding to a given feature—based on its position in the input file or workspace array. To remove a text label, right-click it and choose **Delete datatip** from the context menu. Or choose **Delete all datatips** from the context menu or the **Tools** menu.
- **Info tool:** The **Info** tool opens a separate text window each time you click a vector feature. The window displays all the attribute names and values for that feature, in contrast to the **Datatip** tool, which displays only the value of a single attribute. If you need to compare two or more features, simply click each one and view the info windows together. Use its close button to close an info window when you're done with it, or choose **Close All Info Windows** from the **Tools** menu.

## Annotating Your Map

Use the **text**, **line**, or **arrow** annotation tools to mark and highlight points of interest on your map, or select the corresponding items in the **Insert** menu. Note that to insert an additional object of the same type,

you must reselect the appropriate tool. Use the **Select annotations** tool and **Edit** menu to modify or remove your annotations. The Map Viewer manages annotations separately from data layers; annotations always stay on top. Note that annotations cannot be saved as graphic objects, although you can export maps containing annotations to an image format as described below.

## Creating and Using Additional Views

Use **New View** on the **File** menu to create an additional Map Viewer window linked to an existing window. Consider using an additional window when you want to see your map at different scales at the same time (e.g., a detailed view plus an overview), or when you want to simultaneously see different areas of the map at large scale. You can create as many additional windows as you need, and close them when you want. Your `mapview` session ends when you close the last window.

Options for creating a new viewer window include: **Duplicate Current View**, **Full Extent**, **Full Extent of Active Layer**, and **Selected Area**. Click and drag with the **Select area** tool to define a selected area.

A new viewer window differs from existing windows mainly in terms of the visible map extent and scale (it also omits annotations and any labels you added with the `datatip` tool). You will see the same layers in the same order with the same settings (including the active layer). Updates to layers (insertion/removal, order, visibility, label attribute, and symbolization) in one viewer window are propagated automatically to all the windows with which it is linked. Updates to annotations and `datatip` labels are not propagated between viewers. If you need two different layer configurations in different windows, launch a second `mapview` from the command line instead of creating an additional window. The views it contains will not be linked to previous ones.

## Exporting Your Map

The Map Viewer allows you to export all or part of your map for use in a publication or on a Web page. Use **File > Save As Raster Map** to export an image of either the current display extent or an area outlined with the **Select area** tool. Select a format (PNG, TIFF, JPEG) from the drop-down menu in the export dialog. For maps including vector layers, PNG (Portable Network Graphics) is often the best choice. This format provides excellent quality, good compression, and is well supported

by modern Web browsers. The export process automatically creates a world file (ending with suffix `tfw`, `jpgw`, or `pgw`) as well; the pair of files constitute a georeferenced image that itself can be displayed with `mapview`, `mapshow`, and many external GIS packages.

**See Also**

`arcgridread` | `geoshow` | `geotiffread` | `makesymbolspec` | `mapshow` | `sdtsemread` | `shaperead` | `updategeostruct` | `worldfileread`

# mdistort

---

**Purpose** Display contours of constant map distortion

**Syntax**

```
mdistort
mdistort off
mdistort(parameter)
mdistort parameter
mdistort(parameter,levels)
mdistort(parameter,levels,gsize)
h = mdistort(...)
```

**Description** `mdistort`, with no input arguments, toggles the display of contours of projection-induced distortion on the current map axes. The magnitude of the distortion is reported in percent.

`mdistort off` removes the contours.

`mdistort(parameter)` or `mdistort parameter` displays contours of distortion for the specified parameter. Recognized *parameter* strings are 'area', 'angles' for the maximum angular distortion of right angles, 'scale' or 'maxscale' for the maximum scale, 'minscale' for the minimum scale, 'parscale' for scale along the parallels, 'merscale' for scale along the meridians, and 'scaleratio' for the ratio of maximum and minimum scale. If omitted, the 'maxscale' parameter is displayed. All parameters are displayed as percent distortion except angles, which are displayed in degrees.

`mdistort(parameter,levels)` specifies the levels for which the contours are drawn. *levels* is a vector of values as used by `contour`. If empty, the default levels are used.

`mdistort(parameter,levels,gsize)` controls the size of the underlying graticule matrix used to compute the contours. *gsize* is a two-element vector containing the number of rows and columns. If omitted, the default Mapping Toolbox graticule size of [50 100] is assumed.

`h = mdistort(...)` returns a handle to the `contourgroup` object containing the contours and text.

## Background

Map projections inevitably introduce distortions in the shape and size of objects as they are transformed from three-dimensional spherical coordinates to two-dimensional Cartesian coordinates. The amount and type of distortion vary between projections, over the projection, and with the selection of projection parameters such as standard parallels. This function provides a quantitative graphical display of distortion parameters.

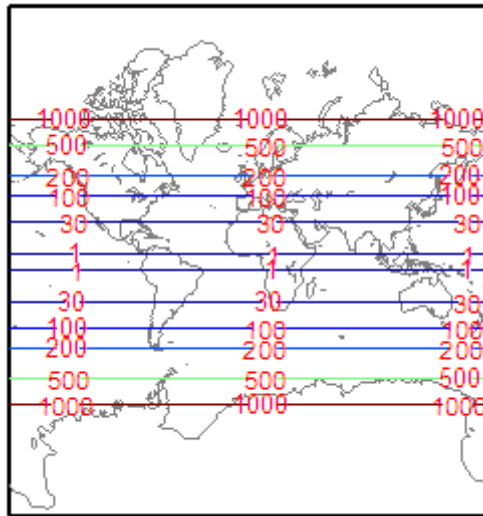
`mdistort` is not intended for use with UTM. Distortion is minimal within a given UTM zone. `mdistort` issues a warning if a UTM projection is encountered.

## Examples

### Example 1

Note the extreme area distortion of the Mercator projection. This makes it ill-suited for global displays.

```
figure
axesm mercator
load coast
frame;
plotm(lat, long, 'color', .5*[1 1 1])
mdistort('area', [1 30 100 200 500 1000])
```

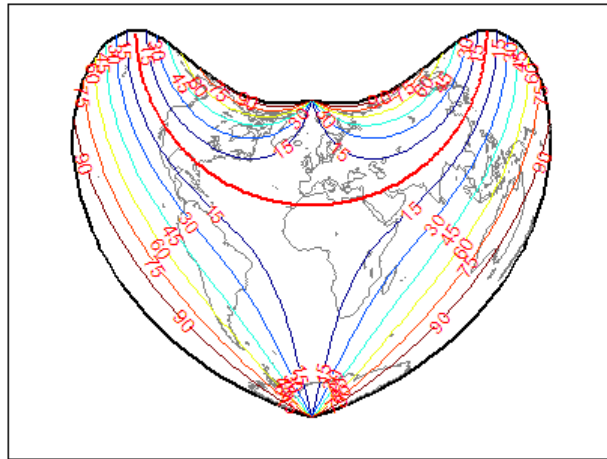


## Example 2

The lines of zero distortion for the Bonne projection follow the central meridian and the standard parallel.

```
figure
axesm bonne
load coast
framem;plotm(lat, long,'color',.5*[1 1 1])
mdistort('angles', 0:15:90)
parallelui
```





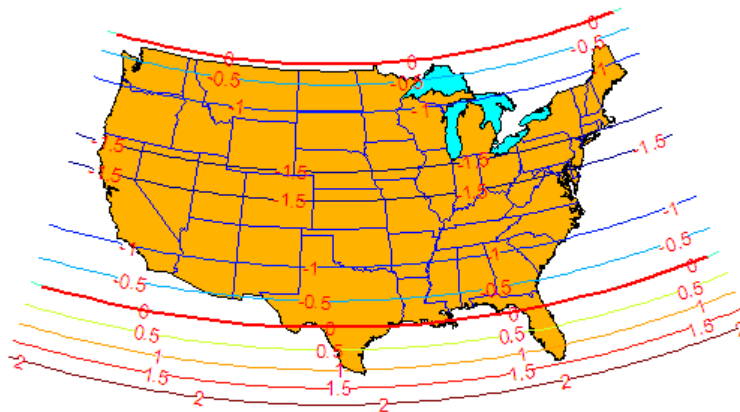
### Example 3

An equidistant conic projection with properly chosen parallels can map the conterminous United States with less than 1.5% distortion.

```
figure
usamap conus
load conus
patchm(uslat, uslon, [1 0.7 0])
plotm(statelat, statelon)
patchm(gtlakelat, gtlakelon, 'cyan')
framem off; gridm off; mlabel off; plabel off
mdistort('parscale', -2:.5:2)
parallelui
```

# mdistort

---



## Tips

`mdistort` can help in the placement of standard parallels for projections. Standard parallels are generally placed to minimize distortion over the region of interest. The default parallel locations might not be appropriate for maps of smaller regions. By using `mdistort` and `parallelui`, you can immediately see how the movement of parallels reduces distortion.

## See Also

`tissot` | `distortcalc` | `vfdtran`

**Purpose**

Mean location of geographic coordinates

**Syntax**

```
[latmean,lonmean] = meanm(lat,lon)
[latmean,lonmean] = meanm(lat,lon,units)
[latmean,lonmean] = meanm(lat,lon,ellipsoid)
```

**Description**

[latmean,lonmean] = meanm(lat,lon) returns row vectors of the geographic mean positions of the columns of the input latitude and longitude points.

[latmean,lonmean] = meanm(lat,lon,units) indicates the angular units of the data. When the standard angle string *units* is omitted, 'degrees' is assumed.

[latmean,lonmean] = meanm(lat,lon,ellipsoid) specifies the shape of the Earth using *ellipsoid*, which can be a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form [semimajor\_axis eccentricity]. The default ellipsoid model is a spherical Earth, which is sufficient for most applications.

If a single output argument is used, then `geomeans` = [latmean,longmean]. This is particularly useful if the original *lat* and *lon* inputs are column vectors.

**Background**

Finding the mean position of geographic points is more complicated than simply averaging the latitudes and longitudes. `meanm` determines mean position through three-dimensional vector addition. See “Geographic Statistics” in the *Mapping Toolbox User’s Guide*.

**Examples**

Create random latitude and longitude matrices:

```
lat = rand(3)

lat =
    0.9501    0.4860    0.4565
    0.2311    0.8913    0.0185
    0.6068    0.7621    0.8214
```

## meanm

---

```
lon = rand(3)

lon =
    0.4447    0.9218    0.4057
    0.6154    0.7382    0.9355
    0.7919    0.1763    0.9169

[latmean,lonmean] = meanm(lat,lon,'radians')

latmean =
    0.6004    0.7395    0.4448
lonmean =
    0.6347    0.6324    0.7478
```

### See Also

[filterm](#) | [hista](#) | [histr](#) | [stdist](#) | [stdm](#)

**Purpose** Ellipsoidal distance along meridian

**Syntax** `s = meridianarc(phi1,phi2,ellipsoid)`

**Description** `s = meridianarc(phi1,phi2,ellipsoid)` calculates the (signed) distance `s` between latitudes `phi1` and `phi2` along a meridian on the ellipsoid defined by `ellipsoid`, which can be a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form `[semimajor_axis eccentricity]`. Latitudes `phi1` and `phi2` are in radians. The distance `s` has the same units as the semimajor axis of the ellipsoid. If `phi2` is less than `phi1`, `s` is negative.

**See Also** `meridianfwd`

# meridianfwd

---

**Purpose** Reckon position along meridian

**Syntax** `phi2 = meridianfwd(phi1,s,ellipsoid)`

**Description** `phi2 = meridianfwd(phi1,s,ellipsoid)` determines the geodetic latitude `phi2` reached by starting at geodetic latitude `phi1` and traveling distance `s` north (positive `s`) or south (negative `s`) along a meridian on the specified ellipsoid. `ellipsoid` is a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form [`semimajor_axis` `eccentricity`]. Latitudes `phi1` and `phi2` are in radians, and `s` has the same units as the semimajor axis of the ellipsoid.

**See Also** `meridianarc`

## Purpose

Construct map graticule for surface object display

## Syntax

```
[lat, lon] = meshgrat(Z, R)
[lat, lon] = meshgrat(Z, R, gratsize)
[lat, lon] = meshgrat(lat, lon)
[lat, lon] = meshgrat(latlim, lonlim, gratsize)
[lat, lon] = meshgrat(lat, lon, angleunits)
[lat, lon] = meshgrat(latlim, lonlim, angleunits)
[lat, lon] = meshgrat(latlim, lonlim, gratsize, angleunits)
```

## Description

`[lat, lon] = meshgrat(Z, R)` constructs a graticule for use in displaying a regular data grid, `Z`. In typical usage, a latitude-longitude graticule is projected, and the grid is warped to the graticule using MATLAB graphics functions. In this two-argument calling form, the graticule size is equal to the size of `Z`. `R` can be a geographic raster reference object, a referencing vector, or a referencing matrix.

If `R` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If `R` is a referencing vector, it must be 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If `R` is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to/from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If `R` is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel.

`[lat, lon] = meshgrat(Z, R, gratsize)` produces a graticule of size `gratsize`. `gratsize` is a two-element vector of the form `[number_of_parallels number_of_meridians]`. If `gratsize = []`, then the graticule returned has the default size 50-by-100. (But if `gratsize` is omitted, a graticule of the same size as `Z` is returned.) A

# meshgrat

---

finer graticule uses larger arrays and takes more memory and time but produces a higher fidelity map.

`[lat, lon] = meshgrat(lat, lon)` takes the vectors `lat` and `lon` and returns graticule arrays of size `numel(lat)`-by-`numel(lon)`. In this form, `meshgrat` is similar to the MATLAB function `meshgrid`.

`[lat, lon] = meshgrat(latlim, lonlim, gratsize)` returns a graticule mesh of size `gratsize` that covers the geographic limits defined by the two-element vectors `latlim` and `lonlim`.

`[lat, lon] = meshgrat(lat, lon, angleunits)`, `[lat, lon] = meshgrat(latlim, lonlim, angleunits)`, and `[lat, lon] = meshgrat(latlim, lonlim, gratsize, angleunits)` use the string `angleunits` to specify the angle units of the inputs and outputs. The string `angleunits` can be either `'degrees'` (the default) or `'radians'`.

The graticule mesh is a grid of points that are projected on a map axes and to which surface map objects are warped. The fineness, or resolution, of this grid determines the quality of the projection and the speed of plotting. There is no hard and fast rule for sufficient graticule resolution, but in general, cylindrical projections need very few graticules in the longitudinal direction, while complex curve-generating projections require more.

## Examples

Make a (coarse) graticule for the entire world:

```
latlim = [-90 90];
lonlim = [-180 180];
[lat,lon] = meshgrat(latlim,lonlim,[3 6])

lat =
  -90.0000  -90.0000  -90.0000  -90.0000  -90.0000  -90.0000
         0         0         0         0         0         0
   90.0000   90.0000   90.0000   90.0000   90.0000   90.0000
lon =
 -180.0000 -108.0000 -36.0000   36.0000  108.0000  180.0000
 -180.0000 -108.0000 -36.0000   36.0000  108.0000  180.0000
```



-180.0000 -108.0000 -36.0000 36.0000 108.0000 180.0000

These paired coordinates are the graticule vertices, which are projected according to the requirements of the desired map projection. Then a surface object like the topo map can be warped to the grid.

## See Also

[meshgrid](#) | [meshm](#) | [surfacem](#) | [surfm](#)

# meshlstrm

---

**Purpose** 3-D lighted shaded relief of regular data grid

**Syntax**

```
meshlstrm(Z,R)
meshlstrm(Z,R,[azim elev])
meshlstrm(Z,R,[azim elev],cmap)
meshlstrm(Z,R,[azim elev],cmap,clim)
h = meshlstrm(...)
```

**Description** `meshlstrm(Z,R)` displays the regular data grid `Z` colored according to elevation and surface slopes. `R` can be a referencing vector, a referencing matrix, or a geographic raster reference object.

If `R` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If `R` is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If `R` is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to/from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If `R` is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. By default, shading is based on a light to the east (90 deg.) at an elevation of 45 degrees. Also by default, the colormap is constructed from 16 colors and 16 grays. Lighting is applied before the data is projected. The current axes must have a valid map projection definition.

`meshlstrm(Z,R,[azim elev])` displays the regular data grid `Z` with the light coming from the specified azimuth and elevation. Angles are specified in degrees, with the azimuth measured clockwise from North, and elevation up from the zero plane of the surface.

`meshlstrm(Z,R,[azim elev],cmap)` displays the regular data grid `Z` using the specified colormap. The number of grayscales is chosen to

keep the size of the shaded colormap below 256. If the vector of azimuth and elevation is empty, the default locations are used. Color axis limits are computed from the data.

`meshlslrm(Z,R,[azim elev],cmap,clim)` uses the provided color axis limits, which by default are computed from the data.

`h = meshlslrm(...)` returns the handle to the surface drawn.

## Tips

This function effectively multiplies two colormaps, one with color based on elevation, the other with a grayscale based on the slope of the surface, to create a new colormap. This produces an effect similar to using a light on a surface, but with all of the visible colors actually in the colormap. Lighting calculations are performed on the unprojected data.

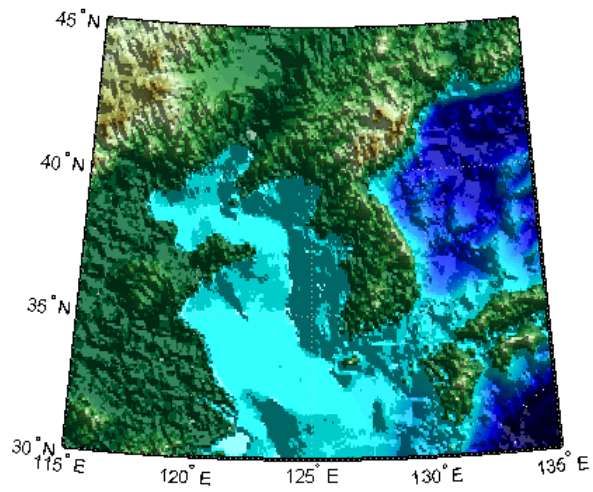
## Examples

Create a new colormap using `demcmap`, with white colors for the sea and default colors for land. Use this colormap for a lighted shaded relief map of the world.

```
korea = load('korea.mat');
Z = korea.map;
R = georasterref('RasterSize', size(Z), ...
    'Latlim', [30 45], 'Lonlim', [115 135]);
worldmap(Z, R)
meshlslrm(Z, R, [45, 65])
```

# meshlsm

---



## See Also

[meshgrat](#) | [meshm](#) | [pcolorm](#) | [surfacem](#) | [surflm](#) | [surflsm](#)

**Purpose**

Project regular data grid on map axes

**Syntax**

```
meshm(Z, R)
meshm(Z, R, gratsize)
meshm(Z, R, gratsize, alt)
meshm(..., param1, val1, param2, val2, ...)
H = meshm(...)
```

**Description**

`meshm(Z, R)` will display the regular data grid `Z` warped to the default projection graticule. `R` can be a referencing vector, a referencing matrix, or a geographic raster reference object.

If `R` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If `R` is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If `R` is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to/from geographic coordinates according to:

$$[\text{lon lat}] = [\text{row col 1}] * R$$

If `R` is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. The current axes must have a valid map projection definition.

`meshm(Z, R, gratsize)` displays a regular data grid warped to a graticule mesh defined by the 1-by-2 vector `gratsize`. `gratsize(1)` indicates the number of lines of constant latitude (parallels) in the graticule, and `gratsize(2)` indicates the number of lines of constant longitude (meridians).

`meshm(Z, R, gratsize, alt)` displays the regular surface map at the altitude specified by `alt`. If `alt` is a scalar, then the grid is drawn in the  $z = \text{alt}$  plane. If `alt` is a matrix, then `size(alt)` must equal `gratsize`,

# meshm

---

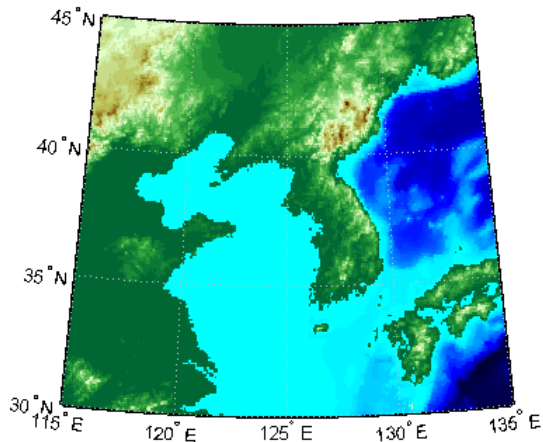
and the graticule mesh is drawn at the altitudes specified by `alt`. If the default graticule is desired, set `gratsize = []`.

`meshm(..., param1, val1, param2, val2, ...)` uses optional parameter name-value pairs to control the properties of the surface object constructed by `meshm`. (If data is placed in the `UserData` property of the surface, then the projection of this object can not be altered once displayed.)

`H = meshm(...)` returns the handle to the surface drawn.

## Examples

```
korea = load('korea.mat');  
Z = korea.map;  
R = georasterref('RasterSize', size(Z), ...  
    'Latlim', [30 45], 'Lonlim', [115 135]);  
worldmap(Z, R)  
meshm(Z, R)  
demcmmap(Z)
```



## See Also

[geoshow](#) | [mapshow](#) | [meshgrat](#) | [pcolorm](#) | [surfacem](#) | [surfm](#)

**Purpose**

Project geographic features to map coordinates

**Syntax**

```
[x,y] = mfwdtran(lat,lon)
[x,y,z] = mfwdtran(lat,lon,alt)
[...] = mfwdtran(mstruct,...)
```

**Description**

`[x,y] = mfwdtran(lat,lon)` applies the forward transformation defined by the map projection in the current map axes. You can use this function to convert point locations and line and polygon vertices given in latitudes and longitudes to a planar, projected map coordinate system.

`[x,y,z] = mfwdtran(lat,lon,alt)` applies the forward projection to 3-D input, resulting in 3-D output. If the input `alt` is empty or omitted, then `alt = 0` is assumed.

`[...] = mfwdtran(mstruct,...)` requires a valid map projection structure as the first argument. In this case, no map axes is needed.

**Examples**

The following latitude and longitude data for the District of Columbia is obtained from the `usastatelo` shapefile:

```
dc = shaperead('usastatelo', 'UseGeoCoords', true,...
    'Selector',{@(name) strcmpi(name,'District of Columbia'),...
    'Name'});
lat = [dc.Lat]';
lon = [dc.Lon]';
[lat lon]

ans =
    38.9000   -77.0700
    38.9500   -77.1200
    39.0000   -77.0300
    38.9000   -76.9000
    38.7800   -77.0300
    38.8000   -77.0200
    38.8700   -77.0200
    38.9000   -77.0700
    38.9000   -77.0500
```

```
38.9000 -77.0700
      NaN      NaN
```

Before projecting the data, it is necessary to define projection parameters. You can do this with the `axesm` function or with the `defaultm` function:

```
mstruct = defaultm('mercator');
mstruct.origin = [38.89 -77.04 0];
mstruct = defaultm(mstruct);
```

Now that the projection parameters have been set, transform the District of Columbia data into map coordinates using the Mercator projection:

```
[x,y] = mfwdtran(mstruct,lat,lon);
[x y]
```

```
ans =
-0.0004    0.0002
-0.0011    0.0010
 0.0001    0.0019
 0.0019    0.0002
 0.0001   -0.0019
 0.0003   -0.0016
 0.0003   -0.0003
-0.0004    0.0002
-0.0001    0.0002
-0.0004    0.0002
      NaN      NaN
```

## See Also

`defaultm` | `gcm` | `minvtran` | `projfwd` | `projinv` | `vfwdtran` | `vinvtran`



**Purpose** Semiminor axis of ellipse

**Syntax** `b = minaxis(semimajor,e)`  
`b = minaxis(vec)`

**Description** `b = minaxis(semimajor,e)` computes the semiminor axis of an ellipse (or ellipsoid of revolution) given the semimajor axis and eccentricity. The input data can be scalar or matrices of equal dimensions.

`b = minaxis(vec)` assumes a 2 element vector (`vec`) is supplied, where `vec = [semimajor, e]`.

**See Also** `axes2ecc` | `flat2ecc` | `majaxis` | `n2ecc`

# minvtran

---

**Purpose** Unproject features from map to geographic coordinates

**Syntax**

```
[lat,lon] = minvtran(x,y)
[lat,lon,alt] = minvtran(x,y,z)
[...] = minvtran(mstruct,...)
```

**Description** [lat,lon] = minvtran(x,y) applies the inverse transformation defined by the map projection in the current map axes. Using minvtran, you can convert point locations and line and polygon vertices in a planar, projected map coordinate system to latitudes and longitudes.

[lat,lon,alt] = minvtran(x,y,z) applies the inverse projection to 3-D input, resulting in 3-D output. If the input Z is empty or omitted, then Z = 0 is assumed.

[...] = minvtran(mstruct,...) takes a valid map projection structure as the first argument. In this case, no map axes is needed.

**Examples** Before using any transformation functions, it is necessary to create a map projection structure. You can do this with axesm or the defaultm function:

```
mstruct = defaultm('mercator');
mstruct.origin = [38.89 -77.04 0];
mstruct = defaultm(mstruct);
```

The following latitude and longitude data for the District of Columbia is obtained from the usastatelo shapefile:

```
dc = shaperead('usastatelo', 'UseGeoCoords', true,...
    'Selector',{@(name) strcmpi(name,'District of Columbia')},...
    'Name'});
lat = [dc.Lat]';
lon = [dc.Lon]';
[lat lon]

ans =
    38.9000   -77.0700
```

```

38.9500 -77.1200
39.0000 -77.0300
38.9000 -76.9000
38.7800 -77.0300
38.8000 -77.0200
38.8700 -77.0200
38.9000 -77.0700
38.9000 -77.0500
38.9000 -77.0700
      NaN      NaN

```

This data can be projected into Cartesian coordinates of the Mercator projection using the `mfwdtran` function:

```

[x,y] = mfwdtran(mstruct,lat,lon);
[x y]

```

```

ans =
-0.0004    0.0002
-0.0011    0.0010
 0.0001    0.0019
 0.0019    0.0002
 0.0001   -0.0019
 0.0003   -0.0016
 0.0003   -0.0003
-0.0004    0.0002
-0.0001    0.0002
-0.0004    0.0002
      NaN      NaN

```

To transform the projected  $x$ - $y$  data back into the unprojected geographic system, use the `minvtran` function:

```

[lat2,lon2] = minvtran(mstruct,x,y);
[lat2 lon2]

```

```

ans =
 38.9000 -77.0700

```

# minvtran

---

```
38.9500 -77.1200
39.0000 -77.0300
38.9000 -76.9000
38.7800 -77.0300
38.8000 -77.0200
38.8700 -77.0200
38.9000 -77.0700
38.9000 -77.0500
38.9000 -77.0700
      NaN      NaN
```

## See Also

[axesm](#) | [defaultm](#) | [gcm](#) | [mfwdtran](#) | [projfwd](#) | [projinv](#) | [vfwdtran](#)  
| [vinvtran](#)

---

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|--------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Toggle and control display of meridian labels                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Syntax</b>      | <pre>mlabel mlabel('on') mlabel('off') mlabel('reset') mlabel(parallel) mlabel(<i>MapAxesPropertyName</i>,PropertyValue,...)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Description</b> | <p>mlabel toggles the visibility of meridian labeling on the current map axes.</p> <p>mlabel('on') sets the visibility of meridian labels to 'on'.</p> <p>mlabel('off') sets the visibility of meridian labels to 'off'.</p> <p>mlabel('reset') resets the displayed meridian labels using the currently defined meridian label properties.</p> <p>mlabel(parallel) sets the value of the MLabelParallel property of the map axes to the value of parallel. This determines the parallel upon which the labels are placed (see axesm). The options for parallel are a scalar latitude or the strings 'north', 'south', or 'equator'.</p> <p>mlabel(<i>MapAxesPropertyName</i>,PropertyValue,...) allows paired map axes' property names and property values to be passed in. For a complete description of map axes properties, see the axesm reference page in this guide.</p> <p>Meridian label handles can be returned in h if desired.</p> |
| <b>See Also</b>    | <pre>axesm   mlabelzero22pi   plabel   setm</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |

# mlabelzero22pi

---

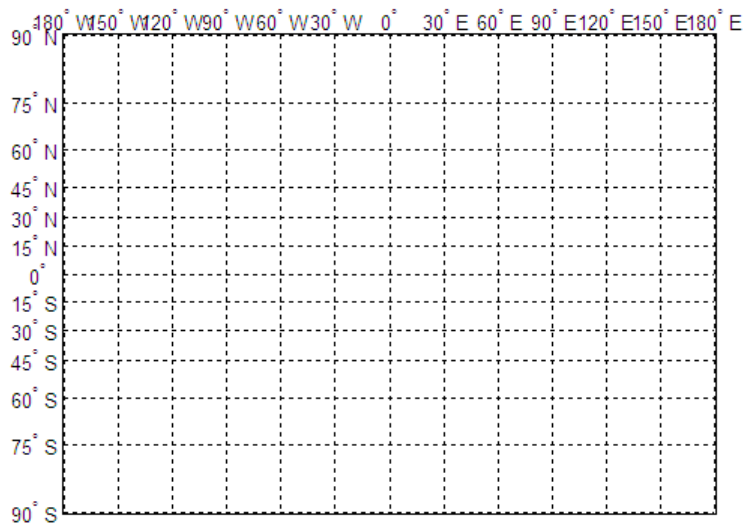
**Purpose** Convert meridian labels to 0-360 degree range

**Syntax** `mlabelzero22pi`

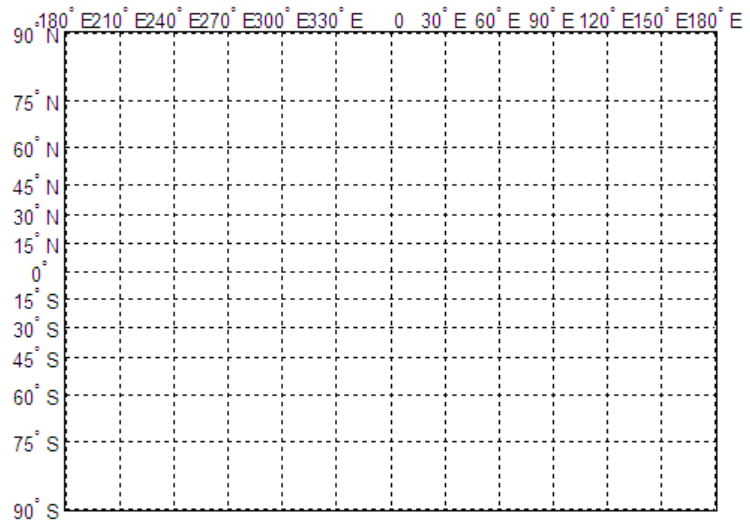
**Description** `mlabelzero22pi` displays longitude labels in the range of 0 to 360 degrees east of the prime meridian.

**Examples**

```
% create a map
figure('color','w'); axesm('miller','grid','on'); tightmap;
mlabel on; plabel on
```



```
% Display longitude labels in the range of 0 to 360 degrees
mlabelzero22pi
```



## See Also

`mlabel`

**Purpose** Eccentricity of ellipse from third flattening

**Syntax**

**Description** `ecc = n2ecc(n)` computes the eccentricity of an ellipse (or ellipsoid of revolution) given the parameter `n` (the "third flattening"). `n` is defined as  $(a-b)/(a+b)$ , where `a` is the semimajor axis and `b` is the semiminor axis. Except when the input has 2 columns (or is a row vector), each element is assumed to be a third flattening and the output `ecc` has the same size as `n`.

`ecc = n2ecc(n)`, where `n` has two columns (or is a row vector), assumes that the second column is a third flattening, and a column vector is returned.

**See Also** `axes2ecc` | `ecc2n`



---

|                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>          | Names of graphics objects                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Syntax</b>           | <code>obj_names = namem</code><br><code>obj_names = namem(h)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Description</b>      | <p><code>obj_names = namem</code> returns the names of all the objects on the current axes. The name of an object is the value of its <code>Tag</code> property, if specified. Otherwise, the name of the object is the value of its <code>Type</code> property. The values of these properties are either set at object creation or defined using the <code>tagm</code> function.</p> <p><code>obj_names = namem(h)</code> returns the name of the object (or objects) specified by the array of Handle Graphics object handles, <code>h</code>.</p> |
| <b>Input Arguments</b>  | <p><b>h - Handle Graphics objects</b><br/>array of handles</p> <p>Handle Graphics objects, specified as an array of handles.</p> <p><b>Example:</b></p> <p><b>Data Types</b><br/>double</p>                                                                                                                                                                                                                                                                                                                                                           |
| <b>Output Arguments</b> | <p><b>obj_names - Names of Handle Graphics objects</b><br/>character matrix</p> <p>Names of Handle Graphics objects, returned as a character matrix. <code>namem</code> removes duplicate object names from the output string matrix.</p> <p>Note: Use <code>cellstr(obj_names)</code> to convert <code>obj_names</code> to a cell array of strings.</p>                                                                                                                                                                                              |
| <b>Examples</b>         | <p><b>Get List of Handles to Handle Graphics Objects in Map Display</b></p> <p>Display a map in a figure window.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                  |

## namem

---

```
load korea
h = worldmap(map, refvec);
set(h, 'Visible', 'off')
geoshow(h, map, refvec, 'DisplayType', 'texturemap')
demcmap(map)
```

Get a list of all the names of Handle Graphics objects in the display.

```
obj_names = namem
```

```
obj_names =
```

```
surface
PLabel
MLabel
Meridian
Parallel
Frame
```

Convert the array of names into a cell array.

```
obj_names_cell = cellstr(obj_names)
```

```
obj_names_cell =
```

```
    'surface'
    'PLabel'
    'MLabel'
    'Meridian'
    'Parallel'
    'Frame'
```

### See Also

[clma](#) | [clmo](#) | [handlem](#) | [hidem](#) | [showm](#) | [tagm](#)

**Purpose** Clip vector data with NaNs at specified pen-down locations

**Syntax**

```
dataout = nanclip(datain)
dataout = nanclip(datain,pendowncmd)
```

**Description** `dataout = nanclip(datain)` and `dataout = nanclip(datain,pendowncmd)` return the pen-down delimited data in the matrix `datain` as NaN-delimited data in `dataout`. When the first column of `datain` equals `pendowncmd`, a segment is started and a NaN is inserted in all columns of `dataout`. The default `pendowncmd` is `-1`.

Pen-down delimited data is a matrix with a first column consisting of pen commands. At the beginning of each segment in the data, this first column has an entry corresponding to a pen-down command. Other entries indicate that the segment is continuing. NaN-delimited data consists of columns of data, each segment of which ends in a NaN in every data column. Since there is no pen command column, the NaN-delimited format can represent the same data in one fewer columns; the remaining columns have more entries, one for each NaN (that is, for each segment).

**Examples**

```
datain = [-1 45 67; 0 23 54; 0 28 97; -1 47 89; 0 56 12]
```

```
datain =
    -1    45    67           % Begin first segment
     0    23    54
     0    28    97
    -1    47    89           % Begin second segment
     0    56    12
```

```
dataout = nanclip(datain)
```

```
dataout =
    45    67
    23    54
    28    97
   NaN   NaN           % End first segment
    47    89
```

# nanclip

---

56 12  
NaN NaN % End second segment

**See Also**      spread

**Purpose** Construct regular data grid of NaNs

**Syntax** `[Z,refvec] = nanm(latlim,lonlim,scale)`

**Description** `[Z,refvec] = nanm(latlim,lonlim,scale)` returns a regular data grid consisting entirely of NaNs and a three-element referencing vector for the returned Z. The two-element vectors `latlim` and `lonlim` define the latitude and longitude limits of the geographic region. They should be of the form `[south north]` and `[west east]`, respectively. The scalar `scale` specifies the number of rows and columns per degree of latitude and longitude.

**Examples** `[Z,refvec] = nanm([46,51],[-79,-75],1)`

```
Z =  
    NaN    NaN    NaN    NaN  
    NaN    NaN    NaN    NaN  
    NaN    NaN    NaN    NaN  
    NaN    NaN    NaN    NaN  
    NaN    NaN    NaN    NaN  
refvec =  
     1     51    -79
```

**See Also** `limitm` | `onem` | `sizem` | `spzerom` | `zerom`

## Purpose

Mercator-based navigational fix

## Syntax

```
[latfix,lonfix] = navfix(lat,long,az)
[latfix,lonfix] = navfix(lat,long,range,casetype)
[latfix,lonfix] = navfix(lat,long,az_range,casetype)
[latfix,lonfix] = navfix(lat,long,az_range,casetype,drlat,drlon)
```

## Description

`[latfix,lonfix] = navfix(lat,long,az)` returns the intersection points of rhumb lines drawn parallel to the observed bearings, `az`, of the landmarks located at the points `lat` and `long` and passing through these points. One bearing is required for each landmark. Each possible pairing of the  $n$  landmarks generates one intersection, so the total number of resulting intersection points is the combinatorial  $n \text{ choose } 2$ . The calculation time therefore grows rapidly with  $n$ .

`[latfix,lonfix] = navfix(lat,long,range,casetype)` returns the intersection points of Mercator projection circles with radii defined by `range`, centered on the landmarks located at the points `lat` and `long`. One range value is required for each landmark. Each possible pairing of the  $n$  landmarks generates up to two intersections (circles can intersect twice), so the total number of resulting intersection points is the combinatorial  $2 \text{ times } (n \text{ choose } 2)$ . The calculation time therefore grows rapidly with  $n$ . In this case, the variable `casetype` is a vector of 0s the same size as the variable `range`.

`[latfix,lonfix] = navfix(lat,long,az_range,casetype)` combines ranges and bearings. For each element of `casetype` equal to 1, the corresponding element of `az_range` represents an azimuth to the associated landmark. Where `casetype` is a 0, `az_range` is a range.

`[latfix,lonfix] = navfix(lat,long,az_range,casetype,drlat,drlon)` returns for each possible pairing of landmarks only the intersection that lies closest to the dead reckoning position indicated by `drlat` and `drlon`. When this syntax is used, all included landmarks' bearing lines or range arcs must intersect. If any possible pairing fails, the warning `No Fix` is displayed.

## Background

This is a navigational function. It assumes that all latitudes and longitudes are in degrees and all distances are in nautical miles. In navigation, piloting is the practice of fixing one's position based on the observed bearing and ranges *to* fixed landmarks (points of land, lighthouses, smokestacks, etc.) *from* the navigator's vessel. In conformance with navigational practice, bearings are treated as rhumb lines and ranges are treated as the radii of circles on a Mercator projection.

In practice, at least three azimuths (bearings) and/or ranges are required for a usable fix. The resulting intersections are unlikely to coincide exactly. Refer to "Navigation" in the *Mapping Toolbox User's Guide* for a more complete description of the use of this function.

## Tips

The outputs of this function are matrices providing the locations of the intersections for all possible pairings of the  $n$  entered lines of bearing and range arcs. These matrices therefore have  $n$ -choose-2 rows. In order to allow for two intersections per combination, these matrices have two columns. Whenever there are fewer than two intersections for that combination, one or two NaNs are returned in that row.

When a dead reckoning position is included, these matrices are column vectors.

## Examples

For a fully illustrated example of the application of this function, refer to the "Navigation" section in the *Mapping Toolbox User's Guide*.

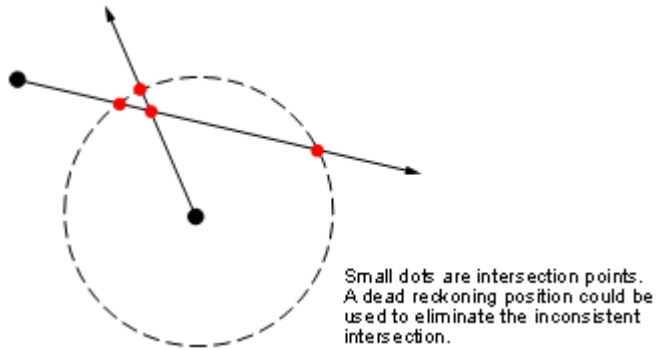
Imagine you have two landmarks, at (15°N,30.4°W) and (14.8°N,30.1°W). You have a visual bearing to the first of 280° and to the second of 160°. Additionally, you have a range to the second of 12 nm. Find the intersection points:

```
[latfix,lonfix] = navfix([15 14.8 14.8],[-30.4 -30.1 -30.1],...
                        [280 160 12],[1 1 0])
```

```
latfix =
    14.9591      NaN
    14.9680    14.9208
```

```
      14.9879      NaN
lonfix =
     -30.1599      NaN
     -30.2121  -29.9352
     -30.1708      NaN
```

Here is an illustration of the geometry:



## Limitations

Traditional plotting and the `navfix` function are limited to relatively short distances. Visual bearings are in fact great circle azimuths, not rhumb lines, and range arcs are actually arcs of small circles, not of the planar circles plotted on the chart. However, the mechanical ease of the process and the practical limits of visual bearing ranges and navigational radar ranges (~30 nm) make this limitation moot in practice. The error contributed because of these assumptions is minuscule at that scale.

## See Also

`crossfix` | `gcxgc` | `gcxsc` | `scxsc` | `rhxrh` | `polyxpoly` | `dreckon` | `gcwaypts` | `legs` | `track`



**Purpose**

Local Cartesian NED to local spherical AER

**Syntax**

```
[ az, elev, slantRange ] = ned2aer( xNorth, yEast, zDown )  
[ ___ ] = ned2aer( ___, angleUnit )
```

**Description**

[ az, elev, slantRange ] = ned2aer( xNorth, yEast, zDown ) returns coordinates in a local spherical system corresponding to coordinates xNorth, yEast, zDown in a local north-east-down (NED) Cartesian system having the same local origin. Any of the three numerical input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

[ \_\_\_ ] = ned2aer( \_\_\_, angleUnit ) adds angleUnit which specifies the units outputs az, elev.

**Input Arguments****xNorth - Local NED x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the the local NED system, specified as a scalar value, vector, matrix, or N-D array.

**Data Types**

single | double

**yEast - Local NED y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the local NED system, specified as a scalar value, vector, matrix, or N-D array.

**Data Types**

single | double

**zDown - Local NED z-coordinates**

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the local NED system, specified as a scalar value, vector, matrix, or N-D array.

## Data Types

single | double

## angleUnit - Units of angles

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

## Data Types

char

## Output Arguments

### az - Azimuth angles

scalar value | vector | matrix | N-D array

Azimuth angles in the local spherical system, returned as a scalar value, vector, matrix, or N-D array. Azimuths are measured clockwise from north. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the half-open interval [0 360).

### elev - Elevation angles

scalar value | vector | matrix | N-D array

Elevation angles in the local spherical system, returned as a scalar value, vector, matrix, or N-D array. Elevations are with respect to a plane perpendicular to the spheroid surface normal. Units determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the closed interval [-90 90].

### slantRange - Distances from local origin

scalar value | vector | matrix | N-D array

Distances from origin in the local spherical system, returned as a scalar, vector, matrix, or N-D array. The straight-line, 3-D Cartesian distance is computed.

## See Also

aer2ned | enu2aer

---

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>         | Local Cartesian NED to geocentric ECEF                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Syntax</b>          | <pre>[X,Y,Z] =<br/>ned2ecef(xNorth,yEast,zDown,lat0,lon0,h0,spheroid)<br/>[ ___ ] = ned2ecef( ___,angleUnit)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Description</b>     | <p>[X,Y,Z] = ned2ecef(xNorth,yEast,zDown,lat0,lon0,h0,spheroid) returns Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian coordinates corresponding to coordinates xNorth, yEast, zDown in a local north-east-down (NED) Cartesian system. Any of the first six numeric input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.</p> <p>[ ___ ] = ned2ecef( ___,angleUnit) adds angleUnit which specifies the units of inputs lat0 and lon0.</p>                                                                                                                                                                                                                                        |
| <b>Input Arguments</b> | <p><b>xNorth - Local NED x-coordinates</b><br/>scalar value   vector   matrix   N-D array</p> <p>x-coordinates of one or more points in the local NED system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid input.</p> <p><b>Data Types</b><br/>single   double</p> <p><b>yEast - Local NED y-coordinates</b><br/>scalar value   vector   matrix   N-D array</p> <p>y-coordinates of one or more points in the local NED system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid input.</p> <p><b>Data Types</b><br/>single   double</p> <p><b>zDown - Local NED z-coordinates</b></p> |

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the local NED system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the `LengthUnit` property of the `spheroid` input.

### Data Types

single | double

### **lat0 - Geodetic latitude of local origin**

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lat0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### Data Types

single | double

### **lon0 - Longitude of local origin**

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lon0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### Data Types

single | double

### **h0 - Ellipsoidal height of local origin**

scalar value | vector | matrix | N-D array

Ellipsoidal height of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one

origin (reference) point, and the value of `h0` is scalar, but it need not be. (It may refer to a moving platform, for example). Units are determined by the `LengthUnit` property of the spheroid input.

#### Data Types

single | double

#### spheroid - Reference spheroid

scalar `referenceEllipsoid` | `oblateSpheroid` | `referenceSphere` object

Reference spheroid, specified as a scalar `referenceEllipsoid`, `oblateSpheroid`, or `referenceSphere` object.

#### angleUnit - Units of angles

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

#### Data Types

char

## Output Arguments

#### X - ECEF x-coordinates

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` object.

#### Y - ECEF y-coordinates

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` object.

#### Z - ECEF z-coordinates

scalar value | vector | matrix | N-D array

# ned2ecef

---

z-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` object.

## See Also

[aer2ecef](#) | [ned2geodetic](#) | [ecef2ned](#) | [enu2ecef](#)

**Purpose**

Rotate vector from local NED to geocentric ECEF

**Syntax**

```
[U,V,W] = ned2ecefv(uNorth,vEast,wDown,lat0,lon0)
[ ___ ] = ned2ecefv( ___ ,angleUnit)
```

**Description**

[U,V,W] = ned2ecefv(uNorth,vEast,wDown,lat0,lon0) returns Cartesian 3-vector components in an Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian system corresponding to the 3-vector with components uNorth, vEast, wDown in a local north-east-down (NED) system. Any of the five numerical input arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

[ \_\_\_ ] = ned2ecefv( \_\_\_ ,angleUnit) adds angleUnit which specifies the units of inputs lat0 and lon0.

**Input Arguments****uNorth - Vector x-components in NED system**

scalar value | vector | matrix | N-D array

x-components of one or more Cartesian vectors in the local NED system, specified as a scalar value, vector, matrix, or N-D array.

**Data Types**

single | double

**vEast - Vector y-components in NED system**

scalar value | vector | matrix | N-D array

y-components of one or more Cartesian vectors in the local ENU system, specified as a scalar value, vector, matrix, or N-D array.

**Data Types**

single | double

**wDown - Vector z-components in NED system**

scalar value | vector | matrix | N-D array

z-components of one or more Cartesian vectors in the local NED system, specified as a scalar value, vector, matrix, or N-D array.

### Data Types

single | double

### **lat0 - Geodetic latitude of local origin**

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lat0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### Data Types

single | double

### **lon0 - Longitude of local origin**

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lon0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### Data Types

single | double

### **angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

### Data Types

char



**Output Arguments****U - Vector x-components in ECEF system**

scalar value | vector | matrix | N-D array

x-components of one or more Cartesian vectors in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array.

**V - Vector y-components in ECEF system**

scalar value | vector | matrix | N-D array

y-components of one or more Cartesian vectors in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array.

**W - Vector z-components in ECEF system**

scalar value | vector | matrix | N-D array

z-components of one or more Cartesian vectors in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array.

**See Also**

ecef2ned | ned2ecef | enu2ecefv

# ned2geodetic

---

**Purpose** Local Cartesian NED to geodetic

**Syntax** [lat,lon,h] =  
ned2geodetic(xNorth,yEast,zDown,lat0,lon0,h0,spheroid)  
[ \_\_\_ ] = ned2geodetic( \_\_\_,angleUnit)

**Description** [lat,lon,h] =  
ned2geodetic(xNorth,yEast,zDown,lat0,lon0,h0,spheroid))  
returns geodetic coordinates corresponding to coordinates xNorth,  
yEast, zDown in a local north-east-down (NED) Cartesian  
system. Any of the first six numeric input arguments can be  
scalar, even when the others are nonscalar; but all nonscalar  
numeric arguments must match in size.

[ \_\_\_ ] = ned2geodetic( \_\_\_,angleUnit) adds angleUnit which  
specifies the units of inputs lat0, lon0, and outputs lat, lon.

## Input Arguments

### **xNorth - Local NED x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the local NED system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid input.

### **Data Types**

single | double

### **yEast - Local NED y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the local NED system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid input.

### **Data Types**

single | double

### **zDown - Local NED z-coordinates**

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the local NED system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the `LengthUnit` property of the spheroid input.

#### **Data Types**

single | double

#### **lat0 - Geodetic latitude of local origin**

scalar value | vector | matrix | N-D array

Geodetic latitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lat0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

#### **Data Types**

single | double

#### **lon0 - Longitude of local origin**

scalar value | vector | matrix | N-D array

Longitude of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one origin (reference) point, and the value of `lon0` is scalar, but it need not be. (It may refer to a moving platform, for example). Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

#### **Data Types**

single | double

#### **h0 - Ellipsoidal height of local origin**

scalar value | vector | matrix | N-D array

Ellipsoidal height of local origin (reference) point(s), specified as a scalar value, vector, matrix, or N-D array. In many cases there is one

origin (reference) point, and the value of `h0` is scalar, but it need not be. (It may refer to a moving platform, for example). Units are determined by the `LengthUnit` property of the spheroid input.

## Data Types

single | double

## spheroid - Reference spheroid

scalar `referenceEllipsoid` | `oblateSpheroid` | `referenceSphere` object

Reference spheroid, specified as a scalar `referenceEllipsoid`, `oblateSpheroid`, or `referenceSphere` object.

## angleUnit - Units of angles

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

## Data Types

char

## Output Arguments

### lat - Geodetic latitudes

scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the closed interval [-90 90].

### lon - Longitudes

scalar value | vector | matrix | N-D array

Longitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the interval [-180 180].

### h - Ellipsoidal heights

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` object

**See Also**

[aer2geodetic](#) | [enu2geodetic](#) | [geodetic2ned](#) | [ned2ecef](#)

# neworig

---

**Purpose** Orient regular data grid to oblique aspect

**Syntax**

```
[Z,lat,lon] = neworig(Z0,R,origin)
[Z,lat,lon] = neworig(Z0,R,origin,'forward')
[Z,lat,lon] = neworig(Z0,R,origin,'inverse')
```

**Description** `[Z,lat,lon] = neworig(Z0,R,origin)` and `[Z,lat,lon] = neworig(Z0,R,origin,'forward')` will transform regular data grid `Z0` into an oblique aspect, while preserving the matrix storage format. In other words, the oblique map origin is not necessarily at (0,0) in the Greenwich coordinate frame. This allows operations to be performed on the matrix representing the oblique map. For example, azimuthal calculations for a point in a data grid become row and column operations if the data grid is transformed so that the north pole of the oblique map represents the desired point on the globe.

`R` can be a geographic raster reference object, a referencing vector, or a referencing matrix. If `R` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If `R` is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If `R` is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to or from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If `R` is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. Nearest-neighbor interpolation is used by default. NaN is returned for points outside the grid limits or for which `lat` or `lon` contain NaN. All angles are in units of degrees.

`[Z,lat,lon] = neworig(Z0,R,origin,'inverse')` transforms the regular data grid from the oblique frame to the Greenwich coordinate frame.

The `neworig` function transforms a regular data grid into a new matrix in an altered coordinate system. An analytical use of the new matrix can be realized in conjunction with the `newpole` function. If a selected point is made the *north pole* of the new system, then when a new matrix is created with `neworig`, each row of the new matrix is a constant distance from the selected point, and each column is a constant azimuth from that point.

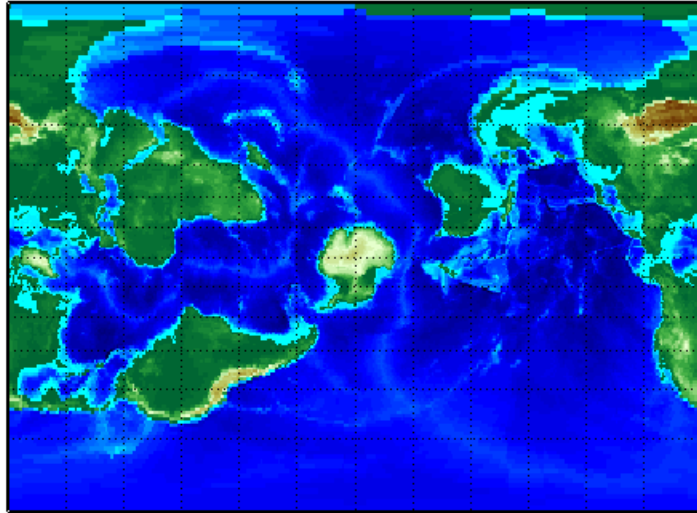
## Limitations

`neworig` only supports data grids that cover the entire globe.

## Examples

This is the topo map transformed to put Sri Lanka at the North Pole:

```
load topo
origin = newpole(7,80)
origin =
    83.0000 -100.0000      0
[Z,lat,lon] = neworig(topo,topolegend,origin);
axesm miller
latlim = [ -90  90];
lonlim = [-180 180];
gratsize = [90 180];
[lat,lon] = meshgrat(latlim,lonlim,gratsize);
surfm(lat,lon,Z)
demcmap(topo)
tightmap
```



**See Also**

[org2po1](#) | [rotatem](#) | [setpostn](#)



|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Origin vector to place specific point at pole                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Syntax</b>      | <pre>origin = newpole(polelat,polelon) origin = newpole(polelat,polelon,units)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>Description</b> | <p><code>origin = newpole(polelat,polelon)</code> provides the origin vector for a transformed coordinate system based upon moving the point (<code>polelat</code>, <code>polelon</code>) to become the north pole singularity in the new system. The <code>origin</code> is a three-element vector of the form [<code>latitude longitude orientation</code>], where the latitude and longitude are the coordinates the new center (<code>origin</code>) had in the untransformed system, and the orientation is the azimuth of the true North Pole from the new origin point. For the <code>newpole</code> calculation, this orientation is constrained to be always 0°.</p> <p><code>origin = newpole(polelat,polelon,units)</code> specifies the units of the inputs and output, where <i>units</i> is any valid angle units string. The default is 'degrees'.</p> <p>When developing transverse or oblique projections, you need transformed coordinate systems. One way to define these systems is to establish the point in the original (untransformed) system that will become the new (transformed) <i>north pole</i>.</p> |
| <b>Examples</b>    | <p>Take a point and make it the new North Pole:</p> <pre>origin = newpole(60,180)  origin =     30.0000         0         0</pre> <p>This makes sense: as a point 30° beyond the true North Pole on the original origin's meridian is pulled up to become the <i>pole</i>, the point originally 30° above the origin is pulled down into the origin spot.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>See Also</b>    | <code>neworig</code>   <code>org2pol</code>   <code>putpole</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

# nm2deg

---

**Purpose** Convert distance from nautical miles to degrees

**Syntax**

```
deg = nm2deg(nm)
deg = nm2deg(nm, radius)
deg = nm2deg(nm, sphere)
```

**Description** `deg = nm2deg(nm)` converts distances from nautical miles to degrees, as measured along a great circle on a sphere with a radius of 6371 km, the mean radius of the Earth.

`deg = nm2deg(nm, radius)` converts distances from nautical miles to degrees, as measured along a great circle on a sphere having the specified radius. `radius` must be in units of nautical miles.

`deg = nm2deg(nm, sphere)` converts distances from nautical miles to degrees, as measured along a great circle on a sphere approximating an object in the Solar System. `sphere` may be one of the following strings: 'sun', 'moon', 'mercury', 'venus', 'earth', 'mars', 'jupiter', 'saturn', 'uranus', 'neptune', or 'pluto', and is case-insensitive.

**See Also** `degtorad` | `radtodeg` | `deg2km` | `deg2nm` | `deg2sm` | `km2deg` | `km2nm` | `km2rad` | `km2sm` | `nm2km` | `nm2sm` | `sm2deg` | `sm2km` | `sm2nm`

**Purpose** Convert nautical miles to kilometers

**Syntax** `km = nm2km(nm)`

**Description** `km = nm2km(nm)` converts distances from nautical miles to kilometers.

**Examples** How fast is 30 knots (nautical miles per hour) in kph?

```
km = nm2km(30)
```

```
km =  
55.5600
```

**See Also** `deg2km` | `km2deg` | `km2rad` | `rad2km` | `deg2nm` | `nm2deg` | `nm2rad` | `rad2nm` | `deg2sm` | `sm2deg` | `deg2sm` | `sm2rad` | `rad2sm`

# nm2rad

---

**Purpose** Convert distance from nautical miles to radians

**Syntax**  
`rad = nm2rad(nm)`  
`rad = nm2rad(nm, radius)`  
`rad = nm2rad(nm, sphere)`

**Description** `rad = nm2rad(nm)` converts distances from nautical miles to radians as measured along a great circle on a sphere with a radius of 6371 km, the mean radius of the Earth.

`rad = nm2rad(nm, radius)` converts distances from nautical miles to radians as measured along a great circle on a sphere having the specified radius. `radius` must be in units of nautical miles.

`rad = nm2rad(nm, sphere)` converts distances from nautical miles to radians, as measured along a great circle on a sphere approximating an object in the Solar System. `sphere` may be one of the following strings: 'sun', 'moon', 'mercury', 'venus', 'earth', 'mars', 'jupiter', 'saturn', 'uranus', 'neptune', or 'pluto', and is case-insensitive.

**See Also** `degtorad` | `radtodeg` | `rad2km` | `km2deg` | `km2nm` | `km2sm` | `rad2nm` | `nm2deg` | `nm2km` | `nm2sm` | `rad2sm` | `sm2deg` | `sm2km` | `sm2nm`

**Purpose** Convert nautical to statute miles

**Syntax** `sm = nm2sm(nm)`

**Description** `sm = nm2sm(nm)` converts distances from nautical miles to statute miles.

**See Also** `deg2km | km2deg | km2rad | rad2km | deg2nm | nm2deg | nm2rad | rad2nm | deg2sm | sm2deg | deg2sm | sm2rad | rad2sm`

# northarrow

---

**Purpose** Add graphic element pointing to geographic North Pole

**Syntax** northarrow  
northarrow('property',value,...)

**Description** northarrow creates a default north arrow.

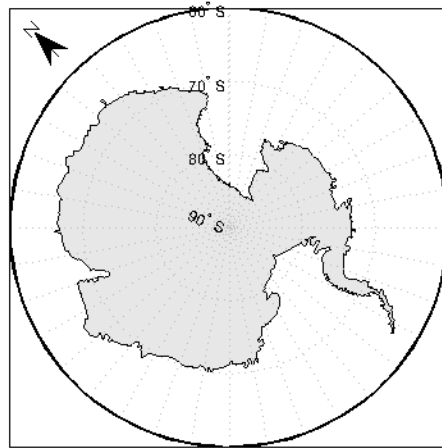
northarrow('property',value,...) creates a north arrow using the specified property/value pairs. Valid entries for properties are 'latitude', 'longitude', 'facecolor', 'edgecolor', 'linewidth', and 'scaleratio'. The 'latitude' and 'longitude' properties specify the location of the north arrow. The 'facecolor', 'edgecolor', and 'linewidth' properties control the appearance of the north arrow. The 'scaleratio' property represents the size of the north arrow as a fraction of the size of the axes. A 'scaleratio' value of 0.10 creates a north arrow one-tenth (1/10) the size of the axes. You can change the appearance ('facecolor', 'edgecolor', and 'linewidth') of the north arrow using the set command.

northarrow creates a north arrow symbol at the map origin on the displayed map. You can reposition the north arrow symbol by clicking and dragging its icon. Alternate clicking the icon creates an input dialog box that you can also use to change the location of the north arrow.

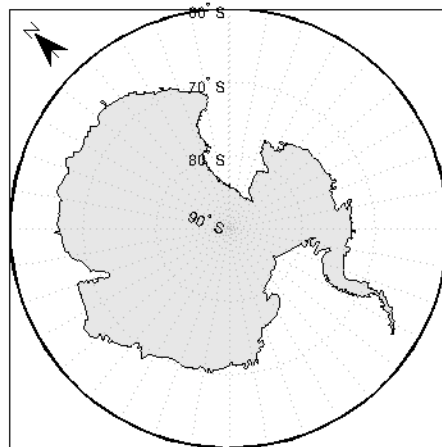
Modifying some of the properties of the north arrow results in replacement of the original object. Use HANDLEM('NorthArrow') to get the handles associated with the north arrow.

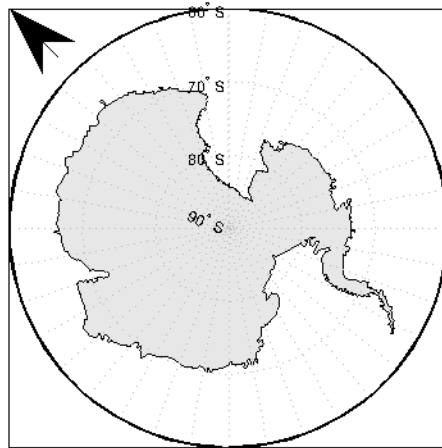
**Examples** Create a map of the South Pole and then add the north arrow in the upper left of the map.

```
Antarctica = shaperead('landareas', 'UseGeoCoords', true, ...
    'Selector',{@(name) strcmpi(name,{'Antarctica'})}, 'Name');
figure;
worldmap('south pole')
geoshow(Antarctica,'FaceColor',[.9 .9 .9])
northarrow('latitude', -57, 'longitude', 135);
```



Right-click the north arrow icon to activate the input dialog box. Increase the size of the north arrow symbol by changing the 'ScaleRatio' property.

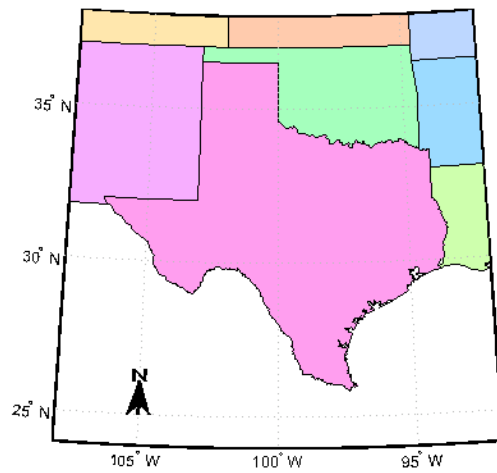




Create a map of Texas and add the north arrow in the lower left of the map.

```
figure; usamap('texas')
states = shaperead('usastatelo.shp','UseGeoCoords',true);
faceColors = makesymbolspec('Polygon',...
    {'INDEX', [1 numel(states)], 'FaceColor', ...
    polcmap(numel(states))});
geoshow(states, 'DisplayType', 'polygon', ...
    'SymbolSpec', faceColors)
northarrow('latitude',25,'longitude',-105,'linewidth',1.5);
```



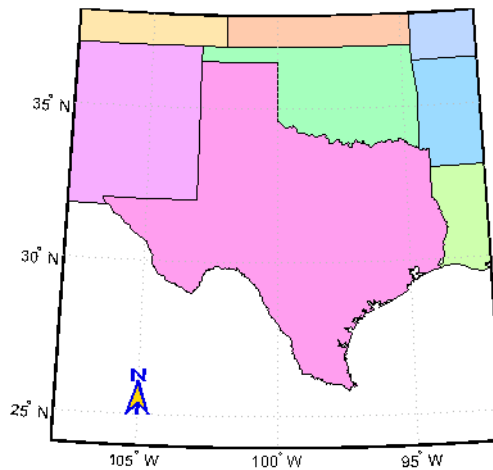


Change the 'FaceColor' and 'EdgeColor' properties of the north arrow.

```
h = handle('NorthArrow');  
set(h,'FaceColor',[1.000 0.8431 0.0000],...  
    'EdgeColor',[0.0100 0.0100 0.9000])
```

# northarrow

---



## Limitations

You can draw multiple north arrows on the map. However, the callbacks will only work with the most recently created north arrow. In addition, since it can be displayed outside the map frame limits, the north arrow is not converted into a “mapped” object. Hence, the location and orientation of the north arrow have to be updated manually if the map origin or projection changes.

## See Also

`scaleruler`

**Purpose** Wrap longitudes to [-180 180] degree interval

---

**Note** The `npi2pi` function has been replaced by `wrapTo180` and `wrapToPi`.

---

**Syntax**

```
anglout = npi2pi(anglin)
anglout = npi2pi(anglin,units)
anglout = npi2pi(anglin,units,method)
```

**Description** `anglout = npi2pi(anglin)` wraps the input angle `anglin` (typically representing a longitude) to lie on the range -180 to 180 (e.g.,  $270^\circ$  is renamed  $-90^\circ$ ).

`anglout = npi2pi(anglin,units)` specifies the angle units with any valid angle units string `units`. The default is 'degrees'.

`anglout = npi2pi(anglin,units,method)` allows special alternative computations to be used when `npi2pi` is called from within certain Mapping Toolbox functions. `method` can be one of the following strings:

- 'exact', for exact wrapping (the default value)
- 'inward', where angles are scaled by a factor of  $(1 - \text{epsm}('radians'))$  before wrapping
- 'outward', where angles are scaled by a factor of  $(1 + \text{epsm}('radians'))$  before wrapping

**Examples** `npi2pi(315)`

```
ans =
    -45
```

`npi2pi(181)`

```
ans =
   -179
```

# npi2pi

---

## **See Also**

[wrapToPi](#) | [wrapTo180](#)

**Purpose** Construct regular data grid of 1s

**Syntax** `[Z,refvec] = onem(latlim,lonlim,scale)`

**Description** `[Z,refvec] = onem(latlim,lonlim,scale)` returns a regular data grid consisting entirely of 1s and a three-element referencing vector for the returned data grid, Z.. The two-element vectors `latlim` and `lonlim` define the latitude and longitude limits of the geographic region. They should be of the form `[south north]` and `[west east]`, respectively. The scalar `scale` specifies the number of rows and columns per degree of latitude and longitude.

**Examples** `[Z,refvec] = onem([46,51],[-79,-75],1)`

```
Z =  
    1    1    1    1  
    1    1    1    1  
    1    1    1    1  
    1    1    1    1  
    1    1    1    1  
refvec =  
    1    51   -79
```

**See Also** `limitm` | `nanm` | `sizem` | `spzerom` | `zerom`

# org2pol

---

**Purpose** Location of north pole in rotated map

**Syntax**  
`pole = org2pol(origin)`  
`pole = org2pol(origin,units)`

**Description** `pole = org2pol(origin)` returns the location of the North Pole in terms of the coordinate system after transformation based on the input `origin`. The `origin` is a three-element vector of the form `[latitude longitude orientation]`, where `latitude` and `longitude` are the coordinates that the new center (`origin`) had in the untransformed system, and `orientation` is the azimuth of the true North Pole from the new origin point in the transformed system. The output `pole` is a three-element vector of the form `[latitude longitude meridian]`, which gives the latitude and longitude point in terms of the original untransformed system of the new location of the true North Pole. The meridian is the longitude from the original system upon which the new system is centered.

`pole = org2pol(origin,units)` allows the specification of the angular units of the `origin` vector, where `units` is any valid angle units string. The default is `'degrees'`.

When developing transverse or oblique projections, transformed coordinate systems are required. One way to define these systems is to establish the point at which, in terms of the original (untransformed) system, the (transformed) true North Pole will lie.

**Examples** Perhaps you want to make (30°N,0°) the new origin. Where does the North Pole end up in terms of the original coordinate system?

```
pole = org2pol([30 0 0])
```

```
pole =  
    60.0000      0      0
```

This makes sense: pull a point 30° down to the origin, and the North Pole is pulled down 30°. A little less obvious example is the following:

```
pole = org2pol([5 40 30])
```

```
pole =  
    59.6245    80.0750    40.0000
```

**See Also**

```
neworig | putpole
```

# outlinegeoquad

---

**Purpose** Polygon outlining geographic quadrangle

**Syntax** `[lat,lon] = outlinegeoquad(latlim,lonlim,dlat,dlon)`

**Description** `[lat,lon] = outlinegeoquad(latlim,lonlim,dlat,dlon)` constructs a polygon that traces the outline of the geographic quadrangle defined by `latlim` and `lonlim`. Such a polygon can be useful for displaying the quadrangle graphically, especially on a projection where the meridians and/or parallels do not project to straight lines. `latlim` is a two-element vector of the form: `[southern-limit northern-limit]` and `lonlim` is a two-element vector of the form: `[western-limit eastern-limit]`. `dlat` is a positive scalar that specifies a minimum vertex spacing in degrees to be applied along the meridians that bound the eastern and western edges of the quadrangle. Likewise, `dlon` is a positive scalar that specifies a minimum vertex spacing in degrees of longitude to be applied along the parallels that bound the northern and southern edges of the quadrangle. The outputs `lat` and `lon` contain the vertices of a simple closed polygon with clockwise vertex ordering.

**Tips** All input and output angles are in units of degrees. Choose a reasonably small value for `dlat` (a few degrees, perhaps) when using a projection with curved meridians or curved parallels.

To avoid interpolating extra vertices along meridians or parallels, set `dlat` or `dlon` to a value of `Inf`.

## Special Cases

The insertion of additional vertices is suppressed at the poles (that is, if `latlim(1) == -90` or `latlim(2) == 90`). If `lonlim` corresponds to a quadrangle width of exactly 360 degrees (`lonlim == [-180 180]`, for example), then it covers a full latitudinal zone and includes two separate, NaN-separated parts, unless either

- `latlim(1) == -90` or `latlim(2) == 90`, so that only one part is needed—a polygon that follows a parallel clockwise around one of the poles.



- `latlim(1) == -90` and `latlim(2) == 90`, so that the quadrangle encompasses the entire planet. In this case, the quadrangle cannot be represented by a latitude-longitude polygon, and an error results.

## Examples

Display the outlines of three geographic quadrangles having very different qualities on top of a simple base map:

```
figure('Color','white')
axesm('ortho','Origin',[-45 110],'frame','on','grid','on')
axis off
coast = load('coast');
geoshow(coast.lat, coast.long)

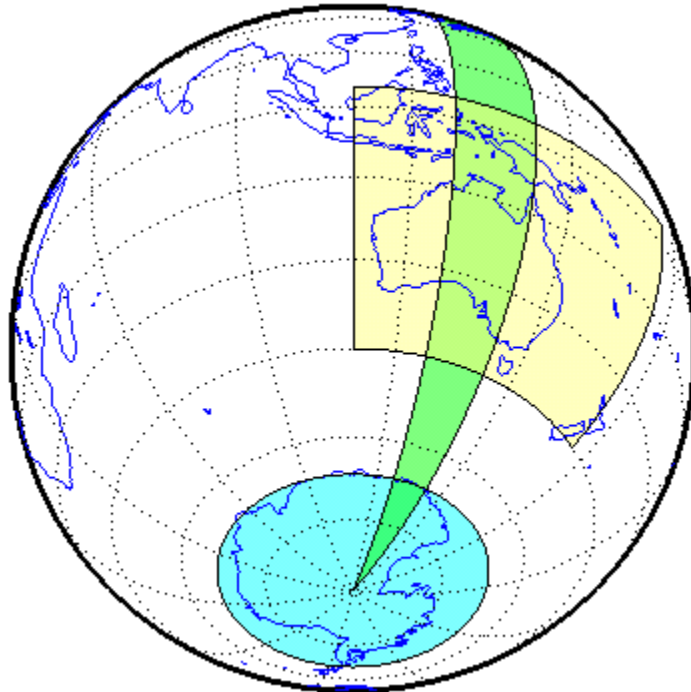
% Quadrangle covering Australia and vicinity
[lat, lon] = outlinegeoquad([-45 5],[110 175],5,5);
geoshow(lat,lon,'DisplayType','polygon','FaceAlpha',0.5);

% Quadrangle covering Antarctic region
antarcticCircleLat = dms2degrees([-66 33 39]);
[lat, lon] = outlinegeoquad([-90 antarcticCircleLat], ...
    [-180 180],5,5);
geoshow(lat,lon,'DisplayType','polygon', ...
    'FaceColor','cyan','FaceAlpha',0.5);

% Quadrangle covering nominal time zone 9 hours ahead of UTC
[lat, lon] = outlinegeoquad([-90 90], 135 + [-7.5 7.5], 5, 5);
geoshow(lat,lon,'DisplayType','polygon', ...
    'FaceColor','green','FaceAlpha',0.5);
```

# outlinegeoquad

---



## See Also

[ingeoquad](#) | [intersectgeoquad](#)

**Purpose**

Set figure properties for printing at specified map scale

**Syntax**

```
paperscale(paperdist,punits,surfdist,sunits)
paperscale(paperdist,punits,surfdist,sunits,lat,long)
paperscale(paperdist,punits,surfdist,sunits,lat,long,az)
paperscale(paperdist,punits,surfdist,sunits,lat,long,az,gunits)
paperscale(paperdist,punits,surfdist,sunits,lat,long,az,gunits,
radius)
paperscale(scale,...)
[paperXdim,paperYdim] = paperscale(...)
```

**Description**

`paperscale(paperdist,punits,surfdist,sunits)` sets the figure paper position to print the map in the current axes at the desired scale. The scale is described by the geographic distance that corresponds to a paper distance. For example, a scale of 1 inch = 10 kilometers is specified as `degrees(1,'inch',10,'km')`. See below for an alternate method of specifying the map scale. The surface distance units string *sunits* can be any string recognized by `unitsratio`. The paper units string *punits* can be any dimensional units string recognized for the figure `PaperUnits` property.

`paperscale(paperdist,punits,surfdist,sunits,lat,long)` sets the paper position so that the scale is correct at the specified geographic location. If omitted, the default is the center of the map limits.

`paperscale(paperdist,punits,surfdist,sunits,lat,long,az)` also specifies the direction along which the scale is correct. If omitted, 90 degrees (east) is assumed.

`paperscale(paperdist,punits,surfdist,sunits,lat,long,az,gunits)` also specifies the units in which the geographic position and direction are given. If omitted, 'degrees' is assumed.

`paperscale(paperdist,punits,surfdist,sunits,lat,long,az,gunits,radius)` uses the last input to determine the radius of the sphere. `radius` can be one of the strings supported by `km2deg`, or it can be the (numerical) radius of the desired sphere in `zunits`. If omitted, the default radius of the Earth is used..

`paperscale(scale, ...)`, where the numeric `scale` replaces the two property/value pairs, specifies the scale as a ratio between distance on the sphere and on paper. This is commonly notated on maps as 1:scale (e.g. 1:100 000, or 1:1 000 000). For example, `paperscale(100000)` or `paperscale(100000, lat, long)`.

`[paperXdim, paperYdim] = paperscale(...)` returns the computed paper dimensions. The dimensions are in the paper units specified. For the scale calling form, the returned dimensions are in centimeters.

## Background

Maps are usually printed at a size that allows an easy comparison of distances measured on paper to distances on the Earth. The relationship of geographic distance and paper distance is termed *scale*. It is usually expressed as a ratio, such as 1 to 100,000 or 1:100,000 or 1 cm = 1 km.

## Examples

The small circle measures 10 cm across when printed.

```
axesm mercator
[lat,lon] = scircle1(0,0,km2deg(5));
plotm(lat,lon)
[x,y] = paperscale(1,'centimeter',1,'km'); [x y]
```

```
ans =
    13.154    12.509
```

```
set(gca,'pos',[0 0 1 1])
[x,y] = paperscale(1,'centimeter',1,'km'); [x y]
```

```
ans =
    10.195    10.195
```

## Limitations

The relationship between the paper and geographic coordinates holds only as long as there are no changes to the display that affect the axes limits or the relationship between geographic coordinates and projected coordinates. Changes of this type include the ellipsoid or scale factor properties of the map axes, or adding elements to the display that cause

MATLAB to modify the axes autoscaling. To be sure that the scale is correct, execute `paperscale` just before printing.

## See Also

`pagesetupdlg` | `axesscale` | `daspectm`

# parametricLatitude

---

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>         | Convert geodetic to parametric latitude                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Syntax</b>          | <code>beta = parametricLatitude(phi,F)</code><br><code>beta = parametricLatitude(phi,F,angleUnit)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Description</b>     | <p><code>beta = parametricLatitude(phi,F)</code> returns the parametric latitude corresponding to geodetic latitude <code>phi</code> on an ellipsoid with flattening <code>F</code>.</p> <p><code>beta = parametricLatitude(phi,F,angleUnit)</code> specifies the units of input <code>phi</code> and output <code>beta</code>.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Input Arguments</b> | <p><b>phi - Geodetic latitude of one or more points</b><br/>scalar value, vector, matrix, or N-D array</p> <p>Geodetic latitude of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument <code>angleUnit</code>, if supplied, and in degrees, otherwise.</p> <p><b>Data Types</b><br/>single   double</p> <p><b>F - Flattening of reference spheroid</b><br/>scalar</p> <p>Flattening of reference spheroid, specified as a scalar value.</p> <p><b>Data Types</b><br/>double</p> <p><b>angleUnit - Unit of measurement for angle</b><br/>'degrees' (default)   'radians'</p> <p>Unit of measurement for angle, specified as the text string 'degrees' or 'radians'.</p> <p><b>Data Types</b><br/>char</p> |

## Output Arguments

### **beta - Parametric latitudes of one or more points**

scalar value, vector, matrix, or N-D array

Parametric latitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Values are in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

## Examples

### **Convert Geodetic Latitude to Parametric Latitude**

Create a reference ellipsoid and then convert the geodetic latitude to parametric latitude. The reference ellipsoid contains a flattening factor.

```
s = wgs84Ellipsoid;  
  
parametricLatitude(45, s.Flattening)
```

```
ans =  
  
    44.9038
```

### **Convert Geodetic Latitude Expressed in Radians to Parametric Latitude**

Create a reference ellipsoid and then convert a parametric latitude expressed in radians to geodetic latitude. The reference ellipsoid contains a flattening factor.

```
s = wgs84Ellipsoid;  
  
parametricLatitude(pi/3, s.Flattening, 'radians')
```

```
ans =  
  
    1.0457
```

## See Also

[geocentricLatitude](#) | [geodeticLatitudeFromparametric](#)  
| [map.geodesy.AuthalicLatitudeConverter](#) |  
[map.geodesy.ConformalLatitudeConverter](#) |

# parametricLatitude

---

`map.geodesy.IsometricLatitudeConverter` |  
`map.geodesy.RectifyingLatitudeConverter`



**Purpose** Project patches on map axes as individual objects

**Syntax**

```
patchesm(lat,lon,cdata)
patchesm(lat,lon,z,cdata)
patchesm(...,'PropertyName',PropertyValue,...)
h = patchesm(...)
```

**Description** `patchesm(lat,lon,cdata)` projects 2-D patch objects onto the current map axes. The input latitude and longitude data must be in the same units as specified in the current map axes. The input `cdata` defines the patch face color. If the input vectors are NaN clipped, then multiple patches are drawn each with a single face. Unlike `fillm` and `fill3m`, `patchesm` will always add the patches to the current map regardless of the current hold state.

`patchesm(lat,lon,z,cdata)` projects 3-D planar patches at the uniform elevation given by scalar `z`.

`patchesm(...,'PropertyName',PropertyValue,...)` uses the patch properties supplied to display the patch. Except for `xdata`, `ydata`, and `zdata`, all patch properties available through `patch(...)` are supported by `patchesm`.

`h = patchesm(...)` returns the handles to the patch objects drawn.

**Tips** **Differences between patchesm and patchm**

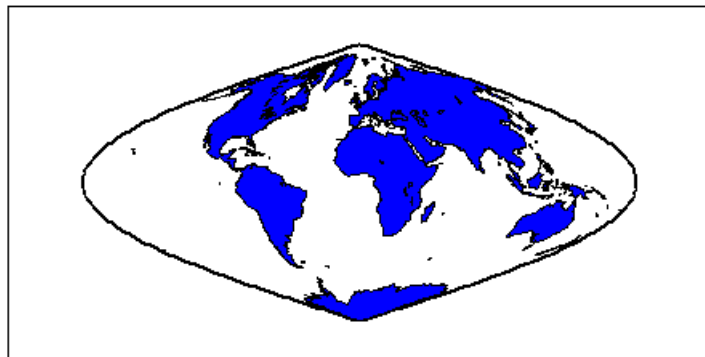
The `patchesm` function is very similar to the `patchm` function. The significant difference is that in `patchesm`, separate patches (delineated by NaNs in the inputs `lat` and `lon`) are separated and plotted as distinct patch objects on the current map axes. The advantage to this is that less memory is required. The disadvantage is that multifaced objects cannot be treated as a single object. For example, the archipelago of the Philippines cannot be treated and handled as a single Handle Graphics object.

## When Patches Are Completely Trimmed Away

Removing graphic objects that fall outside the map frame is called trimming. If, after trimming no polygons remain to be seen within it, patchesm creates no patches and returns an empty 1-by-0 list of handles. When this occurs, automatic reprojection of the patch data (by changing the projection or any of its parameters) is not possible. In cases where some polygons are completely trimmed away but not others, handles returned for the trimmed polygons will be empty. No polygons or rings that have been totally trimmed away can be reprojected; to plot them again, you will need to call patchesm again with the original data.

## Examples

```
load coast
axesm sinusoid; framem
h = patchesm(lat,long,'b');
```



```
length(h)
```

```
ans =
    238
```

## See Also

[geoshow](#) | [fill3m](#) | [fillm](#) | [patchm](#)

**Purpose**

Project patch objects on map axes

**Syntax**

```
h = patchm(lat,lon,cdata)
h = patchm(lat,lon,cdata,PropertyName,PropertyValue,...)
h = patchm(lat,lon,PropertyName,PropertyValue,...)
h = patchm(lat,lon,z,cdata)
h = patchm(lat,lon,z,cdata, PropertyName,PropertyValue,...)
```

**Description**

`h = patchm(lat,lon,cdata)` and `h = patchm(lat,lon,cdata,PropertyName,PropertyValue,...)` project and display patch (polygon) objects defined by their vertices given in `lat` and `lon` on the current map axes. `lat` and `lon` must be vectors. The color data, `cdata`, can be any color data designation supported by the standard MATLAB `patch` function. The object handle or handles, `h`, can be returned.

`h = patchm(lat,lon,PropertyName,PropertyValue,...)` allows any property name/property value pair supported by `patch` to be assigned to the `patchm` object.

`h = patchm(lat,lon,z,cdata)` and `h = patchm(lat,lon,z,cdata,PropertyName,PropertyValue,...)` allow the assignment of an altitude, `z`, to each patch object. The default altitude is `z = 0`.

**Tips****How patchm Works**

This Mapping Toolbox function is very similar to the standard MATLAB `patch` function. Like its analog, and unlike higher level functions such as `fillm` and `fill3m`, `patchm` adds patch objects to the current map axes regardless of hold state. Except for `XData`, `YData`, and `ZData`, all line properties and styles available through `patch` are supported by `patchm`.

**When A Patch Is Completely Trimmed Away**

Removing graphic objects that fall outside the map frame is called trimming. If, after trimming to the map frame no polygons remain to be seen within it, `patchm` creates no patches and returns an empty 0-by-1 handle. When this occurs, automatic reprojection of the patch data (by

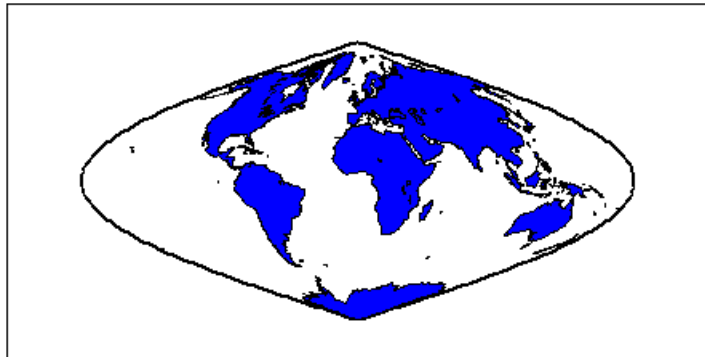
# patchm

---

changing the projection or any of its parameters) will not be possible. Instead, after changing the projection, call `patchm` again.

## Examples

```
load coast
axesm sinusoid; framem
h = patchm(lat,long,'b');
```



```
length(h)
```

```
ans =  
    1
```

## See Also

`patchesm` | `fill3m` | `fillm`

**Purpose**

Project regular data grid on map axes in  $z = 0$  plane

**Syntax**

```
pcolorm(lat,lon,Z)
pcolorm(latlim,lonlim,Z)
pcolorm(...,prop1,val1,prop2,val2,...)
h = pcolorm(...)
```

**Description**

`pcolorm(lat,lon,Z)` constructs a surface to represent the data grid  $Z$  in the current map axes. The surface lies flat in the horizontal plane with its `CData` property set to  $Z$ . `lat` and `lon` are vectors or 2-D arrays that define the latitude-longitude graticule mesh on which  $Z$  is displayed. For a complete description of the various forms that `lat` and `lon` can take, see `surf`. If the hold state is 'off', `pcolorm` clears the current map.

`pcolorm(latlim,lonlim,Z)` defines the graticule using the latitude and longitude limits `latlim` and `lonlim`. These limits should match the geographic extent of  $Z$ , the data grid. `latlim` is a two-element vector of the form:

```
[southern_limit northern_limit]
```

Likewise, `lonlim` has the form:

```
[western_limit eastern_limit]
```

A latitude-longitude graticule of size 50-by-100 is constructed. The surface `FaceColor` property is 'texturemap', except when  $Z$  is precisely 50-by-100, in which case it is 'flat'.

`pcolorm(...,prop1,val1,prop2,val2,...)` applies additional MATLAB graphics properties to the surface via property/value pairs. Any property accepted by the surface may be specified, except for `XData`, `YData`, and `ZData`.

`h = pcolorm(...)` returns a handle to the surface object.

**Tips**

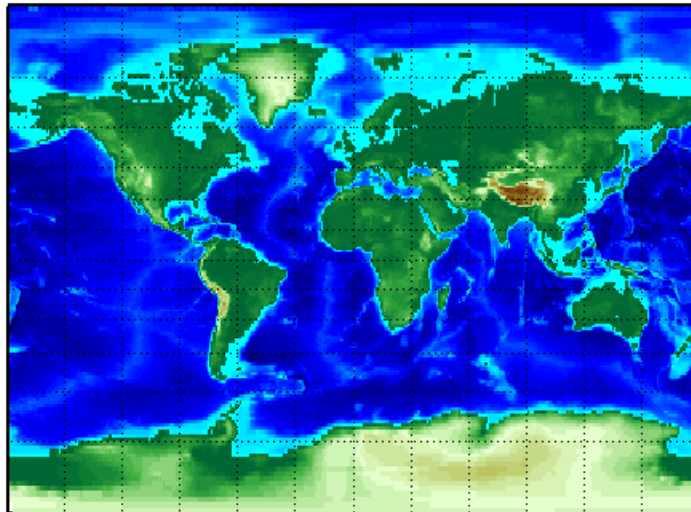
This function warps a data grid to a graticule mesh, which is projected according to the map axes property `MapProjection`. The fineness, or

resolution, of this grid determines the quality of the projection and the speed of plotting it. There is no hard and fast rule for sufficient graticule resolution, but in general, cylindrical projections need fewer graticule points in the longitudinal direction than do complex curve-generating projections.

## Examples

Construct a surface to represent the data grid topo.

```
figure('Color','white')
load topo
axesm miller
axis off; framem on; gridm on;
[lat lon] = meshgrat(topo,topolegend,[90 180]);
pcolorm(lat,lon,topo)
demcmap(topo)
tightmap
```



## See Also

[geoshow](#) | [meshgrat](#) | [meshm](#) | [surfacem](#) | [surfm](#)

**Purpose** Convert pixel coordinates to latitude-longitude coordinates

**Syntax** `[lat, lon] = pix2latlon(R,row,col)`

**Description** `[lat, lon] = pix2latlon(R,row,col)` calculates latitude-longitude coordinates `lat`, `lon` from pixel coordinates `row`, `col`. `R` is either a 3-by-2 referencing matrix that transforms intrinsic pixel coordinates to geographic coordinates, or a geographic raster reference object. `row` and `col` are vectors or arrays of matching size. The outputs `lat` and `lon` have the same size as `row` and `col`.

**Examples** Find the latitude and longitude of the upper left outer corner of a 2-by-2 degree gridded data set.

```
R = makerefmat(1, 89, 2, 2);
[UL_lat, UL_lon] = pix2latlon(R, .5, .5)
```

The output appears as follows:

```
UL_lat =
    88
UL_lon =
    0
```

Find the latitude and longitude of the lower right outer corner of a 2-by-2 degree gridded data set.

```
[LR_lat, LR_lon] = pix2latlon(R, 90.5, 180.5)
```

The output appears as follows:

```
LR_lat =
   268
LR_lon =
   360
```

**See Also** `latlon2pix` | `makerefmat` | `pix2map`

# pix2map

---

**Purpose** Convert pixel coordinates to map coordinates

**Syntax**

```
[x,y] = pix2map(R,row,col)
s = pix2map(R,row,col)
[...] = pix2map(R,p)
```

**Description** `[x,y] = pix2map(R,row,col)` calculates map coordinates `x,y` from pixel coordinates `row,col`. `R` is either a 3-by-2 referencing matrix defining a two-dimensional affine transformation from intrinsic pixel coordinates to map coordinates, or a map raster reference object. `row` and `col` are vectors or arrays of matching size. The outputs `x` and `y` have the same size as `row` and `col`.

`s = pix2map(R,row,col)` combines `x` and `y` into a single array `s`. If `row` and `col` are column vectors of length `n`, then `s` is an `n`-by-2 matrix and each row (`s(k,:)`) specifies the map coordinates of a single point. Otherwise, `s` has size `[size(row) 2]`, and `s(k1,k2,...,kn,:)` contains the map coordinates of a single point.

`[...] = pix2map(R,p)` combines `row` and `col` into a single array `p`. If `row` and `col` are column vectors of length `n`, then `p` should be an `n`-by-2 matrix such that each row (`p(k,:)`) specifies the pixel coordinates of a single point. Otherwise, `p` should have size `[size(row) 2]`, and `p(k1,k2,...,kn,:)` should contain the pixel coordinates of a single point.

**Examples**

```
% Find the map coordinates for the pixel at (100,50).
R = worldfileread('concord_ortho_w.tfw');
[x,y] = pix2map(R,100,50);
```

**See Also** [makerefmat](#) | [map2pix](#) | [pix2latlon](#) | [worldfileread](#)



**Purpose** Compute pixel centers for georeferenced image or data grid

**Syntax**

```
[x,y] = pixcenters(R, height, width)
[x,y] = pixcenters(r,sizea)
[x,y] = pixcenters(..., 'makegrid')
```

**Description** `[x,y] = pixcenters(R, height, width)` returns the spatial coordinates of a spatially-referenced image or regular gridded data set. `R` is either a 3-by-2 referencing matrix defining a 2-dimensional affine transformation from intrinsic pixel coordinates to map coordinates, or a object. `height` and `width` are the image dimensions. If `r` does not include a rotation (i.e.,  $r(1,1) = r(2,2) = 0$ ), then `x` is a 1-by-width vector and `y` is a 1-by-height vector. In this case, the spatial coordinates of the pixel in row `row` and column `col` are given by `x(col)`, `y(row)`. Otherwise, `x` and `y` are each a height-by-width matrix such that `x(col,row)`, `y(col,row)` are the coordinates of the pixel with subscripts `(row,col)`.

`[x,y] = pixcenters(r,sizea)` accepts the size vector `sizea = [height, width, ...]` instead of `height` and `width`.

`[x,y] = pixcenters(info)` accepts a scalar struct array with the fields

|             |                           |
|-------------|---------------------------|
| 'RefMatrix' | 3-by-2 referencing matrix |
| 'Height'    | Scalar number             |
| 'Width'     | Scalar number             |

`[x,y] = pixcenters(..., 'makegrid')` returns `x` and `y` as height-by-width matrices even if `r` is irrotational. This syntax can be helpful when you call `pixcenters` from within a function or script.

**Tips** For more information on referencing matrices, see the `makerefmat` reference page.

`pixcenters` is useful for working with `surf`, `mesh`, or `surface`, and for coordinate transformations.

# pixcenters

---

## Examples

```
[Z,R] = arcgridread('MtWashington-ft.grd');  
[x,y] = pixcenters(R, size(Z));  
h = surf(x,y,Z); axis equal; demcmap(Z)  
set(h,'EdgeColor','none')  
xlabel('x (easting in meters)')  
ylabel('y (northing in meters)')  
zlabel('elevation in feet')
```

## See Also

[arcgridread](#) | [makerefmat](#) | [mapbbox](#) | [mapoutline](#) | [pix2map](#) | [worldfileread](#) | [mapshow](#)

---

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|--------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Toggle and control display of parallel labels                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Syntax</b>      | <pre>plabel plabel('on') plabel('off') plabel(meridian) plabel(<i>MapAxesPropertyName</i>,PropertyValue,...)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Description</b> | <p>plabel toggles the visibility of parallel labeling on the current map axes.</p> <p>plabel('on') sets the visibility of parallel labels to 'on'.</p> <p>plabel('off') sets the visibility of parallel labels to 'off'.</p> <p>plabel('reset') resets the displayed parallel labels using the currently defined parallel label properties.</p> <p>plabel(meridian) sets the value of the PLabelMeridian property of the map axes to the value meridian. This determines the meridian upon which the labels are placed (see axesm). The options for meridian are a scalar longitude or the strings 'east', 'west', or 'prime'.</p> <p>plabel(<i>MapAxesPropertyName</i>,PropertyValue,...) allows paired map axes property names and property values to be passed in. For a complete description of map axes properties, see the axesm reference page.</p> <p>Parallel label handles can be returned in h if desired.</p> |
| <b>See Also</b>    | axesm   setm   mlabel                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |

## Purpose

Project 3-D lines and points on map axes

## Syntax

```
h = plot3m(lat,lon,z)
h = plot3m(lat,lon,linetype)
h = plot3m(lat,lon,PropertyName,PropertyValue,...)
```

## Description

`h = plot3m(lat,lon,z)` displays projected line objects on the current map axes. `lat` and `lon` are the latitude and longitude coordinates, respectively, of the line object to be projected. Note that this ordering is conceptually reversed from the MATLAB `line` function, because the *vertical* ( $y$ ) coordinate comes first. However, the ordering latitude, then longitude, is standard geographic usage. `lat` and `lon` must be the same size, and in the `AngleUnits` of the map axes. `z` is the altitude data associated with each point in `lat` and `lon`. The object handle for the displayed line can be returned in `h`.

The units of `z` are arbitrary, except when using the `Globe` projection. In the case of `globe`, `z` should have the same units as the radius of the earth or semimajor axis specified in the `'geoid'` (reference ellipsoid) property of the map axes. This implies that when the reference ellipsoid is a unit sphere, the units of `z` are earth radii.

`h = plot3m(lat,lon,linetype)` allows the specification of the line style, where *linetype* is any string recognized by the MATLAB `line` function.

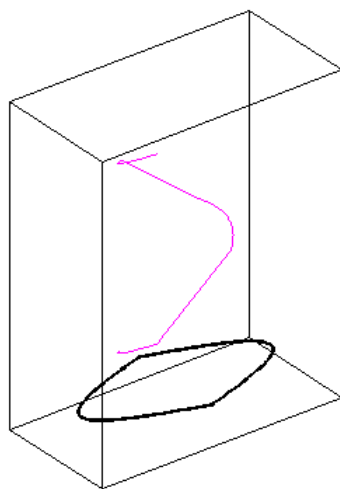
`h = plot3m(lat,lon,PropertyName,PropertyValue,...)` allows the specification of any number of property name/property value pairs for any properties recognized by the MATLAB `line` function except for `XData`, `YData`, and `ZData`.

## Tips

`plot3m` is the mapping equivalent of the MATLAB `plot3` function.

## Examples

```
axesm sinusoid; framem; view(3)
[lats,longs] = interp([45 -45 -45 45 45 -45]',...
                    [-100 -100 100 100 -100 -100]',1);
z = (1:671)'/100;
plot3m(lats,longs,z,'m')
```



**See Also**

[linem](#) | [plot3](#) | [plotm](#)

# plotm

---

**Purpose** Project 2-D lines and points on map axes

**Syntax**

```
h = plotm(lat,lon)
h = plotm(lat,lon,linetype)
h = plotm(lat,lon,PropertyName,PropertyValue,...)
h = plotm([lat lon],...)
```

**Description** `h = plotm(lat,lon)` displays projected line objects on the current map axes. `lat` and `lon` are the latitude and longitude coordinates, respectively, of the line object to be projected. Note that this ordering is conceptually reversed from the MATLAB line function, because the *vertical* ( $y$ ) coordinate comes first. However, the ordering latitude, then longitude, is standard geographic usage. `lat` and `lon` must be the same size, and in the `AngleUnits` of the map axes. The object handle for the displayed line can be returned in `h`.

`h = plotm(lat,lon,linetype)` allows the specification of the line style, where *linetype* is any string recognized by the MATLAB line function.

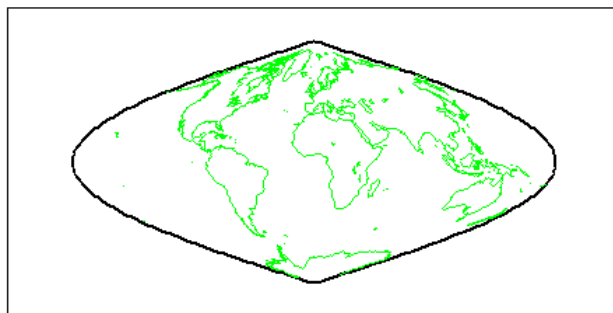
`h = plotm(lat,lon,PropertyName,PropertyValue,...)` allows the specification of any number of property name/property value pairs for any properties recognized by the MATLAB line function except for `XData`, `YData`, and `ZData`.

`h = plotm([lat lon],...)` allows the coordinates to be packed into a single two-column matrix.

`plotm` is the mapping equivalent of the MATLAB `plot` function.

**Examples**

```
load coast
axesm sinusoid; framem
plotm(lat,long,'g')
```



**See Also**

`linem` | `plot` | `plot3m`

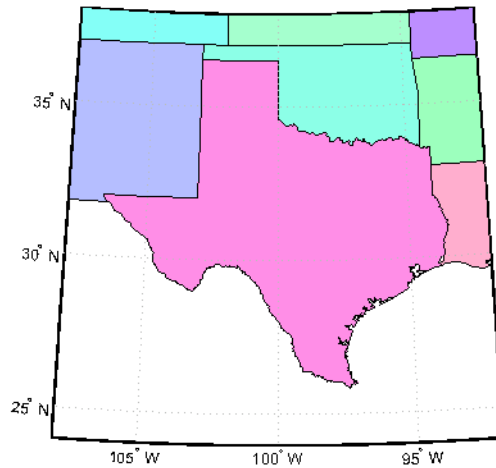
# polcmap

---

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Colormaps appropriate to political regions                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Syntax</b>      | <pre>polcmap polcmap(ncolors) polcmap(ncolors,maxsat) polcmap(ncolors,huelimits,saturationlimits,valuelimits) cmap = polcmap(...)</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Description</b> | <p><code>polcmap</code> applies a random muted colormap to the current figure. The size of the colormap is the same as the existing colormap.</p> <p><code>polcmap(ncolors)</code> creates a colormap with the specified number of colors.</p> <p><code>polcmap(ncolors,maxsat)</code> controls the maximum saturation of the colors. Larger maximum saturation values produce brighter, more saturated colors. If omitted, the default is 0.5.</p> <p><code>polcmap(ncolors,huelimits,saturationlimits,valuelimits)</code> controls the colors. Hue, saturation, and value are randomly selected values within the limit vectors. These are two-element vectors of the form <code>[min max]</code>. Valid values range from 0 to 1. As the hue varies from 0 to 1, the resulting color varies from red, through yellow, green, cyan, blue, and magenta, back to red. When the saturation is 0, the colors are unsaturated; they are simply shades of gray. When the saturation is 1, the colors are fully saturated; they contain no white component. As the value varies from 0 to 1, the brightness increases.</p> <p><code>cmap = polcmap(...)</code> returns the colormap without applying it to the figure.</p> |
| <b>Tips</b>        | You cannot use <code>polcmap</code> to alter the colors of displayed patches drawn by <code>geoshow</code> or <code>mapshow</code> . The patches must have been rendered by <code>displaym</code> . However, you can color patches using <code>polcmap</code> when you call <code>geoshow</code> or <code>mapshow</code> , as shown below.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Examples</b>    | Draw a map of Texas and surrounding states. Color the patches with a <code>symbolspec</code> constructed using <code>polcmap</code> :                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |



```
figure; usamap('texas')
states = shaperead('usastatelo.shp','UseGeoCoords',true);
faceColors = makesymbolspec('Polygon',...
    {'INDEX', [1 numel(states)], 'FaceColor', ...
    polcmap(numel(states))});
geoshow(states, 'DisplayType', 'polygon', ...
    'SymbolSpec', faceColors)
```



Note that the colors you obtain for this example can vary from what you see above because `polcmap` computes them randomly.

## See Also

`demcmap` | `colormap`

# poly2ccw

---

**Purpose** Convert polygon contour to counterclockwise vertex ordering

**Syntax** `[x2, y2] = poly2ccw(x1, y1)`

**Description** `[x2, y2] = poly2ccw(x1, y1)` arranges the vertices in the polygonal contour (`x1, y1`) in counterclockwise order, returning the result in `x2` and `y2`. If `x1` and `y1` can contain multiple contours, represented either as NaN-separated vectors or as cell arrays, then each contour is converted to clockwise ordering. `x2` and `y2` have the same format (NaN-separated vectors or cell arrays) as `x1` and `y1`.

**Examples** Convert a clockwise-ordered square to counterclockwise ordering.

```
x1 = [0 0 1 1 0];
y1 = [0 1 1 0 0];
ispolycw(x1, y1)

ans =
     1

[x2, y2] = poly2ccw(x1, y1);
ispolycw(x2, y2)
ans =
     0
```

**See also** `ispolycw`, `poly2cw`, `polybool`

**Purpose** Convert polygon contour to clockwise vertex ordering

**Syntax** `[x2, y2] = poly2cw(x1, y1)`

**Description** `[x2, y2] = poly2cw(x1, y1)` arranges the vertices in the polygonal contour (x1, y1) in clockwise order, returning the result in x2 and y2. If x1 and y1 can contain multiple contours, represented either as NaN-separated vectors or as cell arrays, then each contour is converted to clockwise ordering. x2 and y2 have the same format (NaN-separated vectors or cell arrays) as x1 and y1.

**Examples** Convert a counterclockwise-ordered square to clockwise ordering.

```
x1 = [0 1 1 0 0];  
y1 = [0 0 1 1 0];  
ispolycw(x1, y1)
```

```
ans =  
      0
```

```
[x2, y2] = poly2cw(x1, y1);  
ispolycw(x2, y2)
```

```
ans =  
      1
```

**See also** `ispolycw`, `poly2ccw`, `polybool`

**Purpose** Convert polygonal region to patch faces and vertices

**Syntax** `[F,V] = poly2fv(x,y)`

**Description** `[F,V] = poly2fv(x,y)` converts the polygonal region represented by the contours `(x,y)` into a faces matrix, `F`, and a vertices matrix, `V`, that can be used with the `patch` function to display the region. If the polygon represented by `x` and `y` has multiple parts, either the NaN-separated vector format or the cell array format may be used. The `poly2fv` function creates triangular faces.

Most Mapping Toolbox functions adhere to the convention that individual contours with clockwise-ordered vertices are external contours and individual contours with counterclockwise-ordered vertices are internal contours. Although the `poly2fv` function ignores vertex order, you should follow the convention when creating contours to ensure consistency with other functions.

**Examples** Display a rectangular region with two holes using a single patch object.

```
% External contour, rectangle.
x1 = [0 0 6 6 0];
y1 = [0 3 3 0 0];

% First hole contour, square.
x2 = [1 2 2 1 1];
y2 = [1 1 2 2 1];

% Second hole contour, triangle.
x3 = [4 5 4 4];
y3 = [1 1 2 1];

% Compute face and vertex matrices.
[f, v] = poly2fv({x1, x2, x3}, {y1, y2, y3});

% Display the patch.
patch('Faces', f, 'Vertices', v, 'FaceColor', 'r', ...
```

```
'EdgeColor', 'none');  
axis off, axis equal
```

See the documentation for the function `polybool` for additional examples illustrating `poly2fv`.

**See also**

`ispolycw`, `patch`, `poly2cw`, `poly2ccw`, `polybool`

**Purpose** Set operations on polygonal regions

**Syntax** `[x,y] = polybool(flag,x1,y1,x2,y2)`

**Description** `[x,y] = polybool(flag,x1,y1,x2,y2)` performs the polygon set operation identified by `flag`. A valid flag string is any one of the following alternatives:

- Region intersection: 'intersection', 'and', '&'
- Region union: 'union', 'or', '|', '+', 'plus'
- Region subtraction: 'subtraction', 'minus', '-'
- Region exclusive or: 'exclusiveor', 'xor'

Polygons processed via `polybool` are assumed to be in a Cartesian coordinate system. The polygon inputs are NaN-delimited vectors, or cell arrays containing individual polygonal contours. The result is output using the same format as the input. Geographic data that encompasses a pole cannot be used directly. Use `flatearthpoly` to convert polygons that contain a pole to Cartesian coordinates.

Most Mapping Toolbox functions adhere to the convention that individual contours with clockwise-ordered vertices are external contours and individual contours with counterclockwise-ordered vertices are internal contours. Although the `polybool` function ignores vertex order, you should follow the convention when creating contours to ensure consistency with other functions.

## Examples **Set Operations on Two Overlapping Circular Regions**

```
theta = linspace(0, 2*pi, 100);
x1 = cos(theta) - 0.5;
y1 = -sin(theta); % -sin(theta) to make a clockwise contour
x2 = x1 + 1;
y2 = y1;
[xa, ya] = polybool('union', x1, y1, x2, y2);
[xb, yb] = polybool('intersection', x1, y1, x2, y2);
[xc, yc] = polybool('xor', x1, y1, x2, y2);
```

```
[xd, yd] = polybool('subtraction', x1, y1, x2, y2);

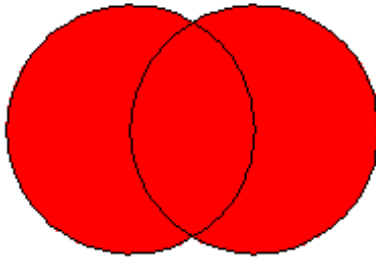
subplot(2, 2, 1)
patch(xa, ya, 1, 'FaceColor', 'r')
axis equal, axis off, hold on
plot(x1, y1, x2, y2, 'Color', 'k')
title('Union')

subplot(2, 2, 2)
patch(xb, yb, 1, 'FaceColor', 'r')
axis equal, axis off, hold on
plot(x1, y1, x2, y2, 'Color', 'k')
title('Intersection')

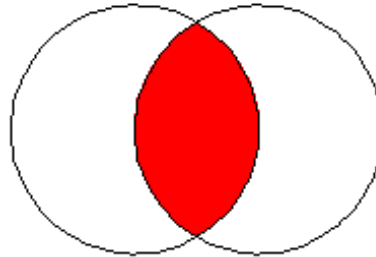
subplot(2, 2, 3)
% The output of the exclusive-or operation consists of disjoint
% regions. It can be plotted as a single patch object using the
% face-vertex form. Use poly2fv to convert a polygonal region
% to face-vertex form.
[f, v] = poly2fv(xc, yc);
patch('Faces', f, 'Vertices', v, 'FaceColor', 'r', ...
      'EdgeColor', 'none')
axis equal, axis off, hold on
plot(x1, y1, x2, y2, 'Color', 'k')
title('Exclusive Or')

subplot(2, 2, 4)
patch(xd, yd, 1, 'FaceColor', 'r')
axis equal, axis off, hold on
plot(x1, y1, x2, y2, 'Color', 'k')
title('Subtraction')
```

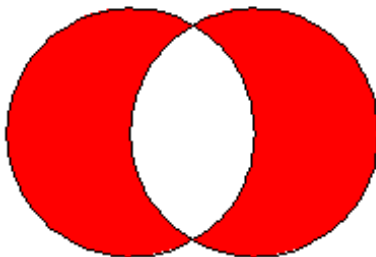
Union



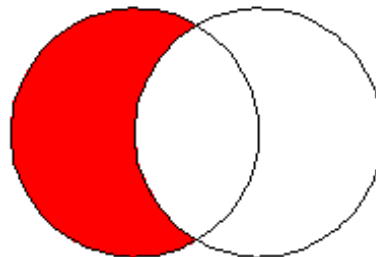
Intersection



Exclusive Or



Subtraction



## Set Operations on Regions with Holes

```
Ax = {[1 1 6 6 1], [2 5 5 2 2], [2 5 5 2 2]};  
Ay = {[1 6 6 1 1], [2 2 3 3 2], [4 4 5 5 4]};  
subplot(2, 3, 1)  
[f, v] = poly2fv(Ax, Ay);  
patch('Faces', f, 'Vertices', v, 'FaceColor', 'r', ...  
      'EdgeColor', 'none')  
axis equal, axis off, axis([0 7 0 7]), hold on  
for k = 1:numel(Ax), plot(Ax{k}, Ay{k}, 'Color', 'k'), end
```



```

title('A')

Bx = {[0 0 7 7 0], [1 3 3 1 1], [4 6 6 4 4]};
By = {[0 7 7 0 0], [1 1 6 6 1], [1 1 6 6 1]};
subplot(2, 3, 4);
[f, v] = poly2fv(Bx, By);
patch('Faces', f, 'Vertices', v, 'FaceColor', 'r', ...
      'EdgeColor', 'none')
axis equal, axis off, axis([0 7 0 7]), hold on
for k = 1:numel(Bx), plot(Bx{k}, By{k}, 'Color', 'k'), end
title('B')

subplot(2, 3, 2)
[Cx, Cy] = polybool('union', Ax, Ay, Bx, By);
[f, v] = poly2fv(Cx, Cy);
patch('Faces', f, 'Vertices', v, 'FaceColor', 'r', ...
      'EdgeColor', 'none')
axis equal, axis off, axis([0 7 0 7]), hold on
for k = 1:numel(Cx), plot(Cx{k}, Cy{k}, 'Color', 'k'), end
title('A \cup B')

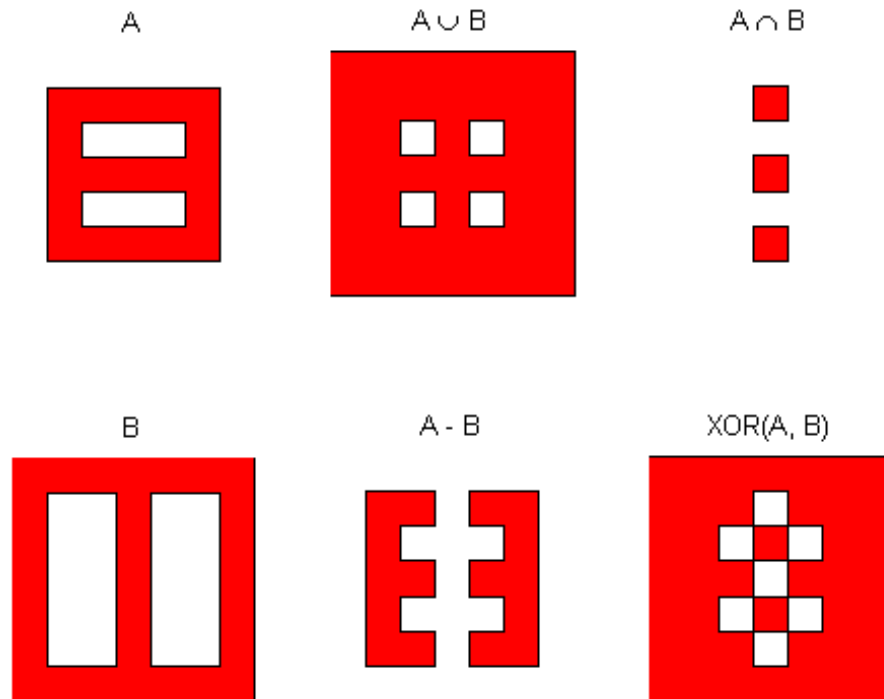
subplot(2, 3, 3)
[Dx, Dy] = polybool('intersection', Ax, Ay, Bx, By);
[f, v] = poly2fv(Dx, Dy);
patch('Faces', f, 'Vertices', v, 'FaceColor', 'r', ...
      'EdgeColor', 'none')
axis equal, axis off, axis([0 7 0 7]), hold on
for k = 1:numel(Dx), plot(Dx{k}, Dy{k}, 'Color', 'k'), end
title('A \cap B')

subplot(2, 3, 5)
[Ex, Ey] = polybool('subtraction', Ax, Ay, Bx, By);
[f, v] = poly2fv(Ex, Ey);
patch('Faces', f, 'Vertices', v, 'FaceColor', 'r', ...
      'EdgeColor', 'none')
axis equal, axis off, axis([0 7 0 7]), hold on
for k = 1:numel(Ex), plot(Ex{k}, Ey{k}, 'Color', 'k'), end

```

```
title('A - B')

subplot(2, 3, 6)
[Fx, Fy] = polybool('xor', Ax, Ay, Bx, By);
[f, v] = poly2fv(Fx, Fy);
patch('Faces', f, 'Vertices', v, 'FaceColor', 'r', ...
      'EdgeColor', 'none')
axis equal, axis off, axis([0 7 0 7]), hold on
for k = 1:numel(Fx), plot(Fx{k}, Fy{k}, 'Color', 'k'), end
title('XOR(A, B)')
```

**See Also**

[bufferm](#) | [flatearthpoly](#) | [ispolycw](#) | [poly2cw](#) | [poly2ccw](#) | [poly2fv](#)  
| [polyjoin](#) | [polysplit](#)

# polycut

---

|                    |                                                                                                                                                                                                                                                                                                                                                           |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>     | Polygon branch cuts for holes                                                                                                                                                                                                                                                                                                                             |
| <b>Syntax</b>      | <code>[lat2,long2] = polycut(lat,long)</code>                                                                                                                                                                                                                                                                                                             |
| <b>Description</b> | <code>[lat2,long2] = polycut(lat,long)</code> connects the contour and holes of polygons using optimal branch cuts. Polygons are input as NaN-delimited vectors, or as cell arrays containing individual polygons in each element with the outer face separated from the subsequent inner faces by NaNs. Multiple polygons outputs are separated by NaNs. |
| <b>See Also</b>    | <code>polybool</code>   <code>polysplit</code>   <code>polyjoin</code>                                                                                                                                                                                                                                                                                    |

**Purpose** Convert line or polygon parts from cell arrays to vector form

**Syntax** `[lat,lon] = polyjoin(latcells,loncells)`

**Description** `[lat,lon] = polyjoin(latcells,loncells)` converts polygons from cell array format to column vector format. In cell array format, each element of the cell array is a vector that defines a separate polygon.

**Tips** A polygon may consist of an outer contour followed by holes separated with NaNs. In vector format, each vector may contain multiple faces separated by NaNs. There is no structural distinction between outer contours and holes in vector format.

**Examples**

```
latcells = {[1 2 3]'; 4; [5 6 7 8 NaN 9]'};
loncells = {[9 8 7]'; 6; [5 4 3 2 NaN 1]'};
[lat,lon] = polyjoin(latcells,loncells);
[lat lon]
```

```
ans =
     1     9
     2     8
     3     7
    NaN    NaN
     4     6
    NaN    NaN
     5     5
     6     4
     7     3
     8     2
    NaN    NaN
     9     1
```

**See Also** `polybool` | `polycut` | `polysplit`

**Purpose** Merge line segments with matching endpoints

**Syntax**

```
[latMerged, lonMerged] = polymerge(lat, lon)
[latMerged, lonMerged] = polymerge(lat, lon, tol)
[latMerged, lonMerged] = polymerge(lat, lon,
tol, outputFormat)
```

**Description** `[latMerged, lonMerged] = polymerge(lat, lon)` accepts a multipart line in latitude-longitude with vertices stored in arrays `lat` and `lon`, and merges the parts wherever a pair of end points coincide. For this purpose, an end point can be either the first or last vertex in a given part. When a pair of parts are merged, they are combined into a single part and the duplicate common vertex is removed. If two first vertices coincide or two last vertices coincide, then the vertex order of one of the parts will be reversed. A merge is applied anywhere that the end points of exactly two distinct parts coincide, so that an indefinite number of parts can be chained together in a single call to `polymerge`. If three or more distinct parts share a common end point, however, the choice of which parts to merge is ambiguous and therefore none of the corresponding parts are connected at that common point.

The inputs `lat` and `lon` can be column or row vectors with NaN-separated parts (and identical NaN locations in each array), or they can be cell arrays with each part in a separate cell. The form of the output arrays, `latMerged` and `lonMerged`, matches the inputs in this regard.

`[latMerged, lonMerged] = polymerge(lat, lon, tol)` combines line segments whose endpoints are separated by less than the circular tolerance, `tol`. `tol` has the same units as the polygon input.

`[latMerged, lonMerged] = polymerge(lat, lon, tol, outputFormat)` allows you to request either the NaN-separated vector form for the output (set `outputFormat` to `'vector'`), or the cell array form (set `outputFormat` to `'cell'`).

## Examples

```
lat = [1 2 3 NaN 6 7 8 9 NaN 6 5 4 3 NaN 12 13 14 ...  
      NaN 9 10 11 12]';  
lon = lat;  
[lat2, lon2] = polymerge(lat, lon);  
[lat2, lon2]
```

```
ans =
```

```
     1     1  
     2     2  
     3     3  
     4     4  
     5     5  
     6     6  
     7     7  
     8     8  
     9     9  
    10    10  
    11    11  
    12    12  
    13    13  
    14    14  
   NaN   NaN
```

## See Also

[polyjoin](#) | [polysplit](#)

# polysplit

---

**Purpose** Convert line or polygon parts from vector form to cell arrays

**Syntax** `[latcells,loncells] = polysplit(lat,lon)`

**Description** `[latcells,loncells] = polysplit(lat,lon)` returns the NaN-delimited segments of the vectors `lat` and `lon` as N-by-1 cell arrays with one polygon segment per cell. `lat` and `lon` must be the same size and have identically-placed NaNs. The polygon segments are column vectors if `lat` and `lon` are column vectors, and row vectors otherwise.

**Examples**

```
lat = [1 2 3 NaN 4 NaN 5 6 7 8 9]';  
lon = [9 8 7 NaN 6 NaN 5 4 3 2 1]';  
[latcells,loncells] = polysplit(lat,lon);  
[latcells loncells]
```

```
ans =  
    [3x1 double]    [3x1 double]  
    [         4]    [         6]  
    [5x1 double]    [5x1 double]
```

**See Also** `isshapemultipart` | `polybool` | `polycut` | `polyjoin`



**Purpose**

Intersection points for lines or polygon edges

**Syntax**

```
[xi,yi] = polyxpoly(x1,y1,x2,y2)
[xi,yi,ii] = polyxpoly(...)
[xi,yi] = polyxpoly(...,'unique')
```

**Description**

`[xi,yi] = polyxpoly(x1,y1,x2,y2)` returns the intersection points of two polylines in a planar, Cartesian system. `x1` and `y1` are vectors containing the  $x$ - and  $y$ -coordinates of the vertices in the first polyline, and `x2` and `y2` contain the vertices in the second polyline. The output variables, `xi` and `yi`, are column vectors containing the  $x$ - and  $y$ -coordinates of each point at which a segment of the first polyline intersects a segment of the second. In the case of overlapping, collinear segments, the intersection is actually a line segment rather than a point, and both endpoints are included in `xi`, `yi`.

`[xi,yi,ii] = polyxpoly(...)` returns a two-column array of line segment indices corresponding to the intersection points. The  $k$ -th row of `ii` indicates which polyline segments give rise to the intersection point  $x_i(k)$ ,  $y_i(k)$ . To remember how these indices work, just think of segments and vertices as fence sections and posts. The  $i$ -th fence section connects the  $i$ -th post to the  $(i+1)$ -th post. In general, letting  $i$  and  $j$  denote the scalar values comprised by the  $k$ -th row of `ii`, the intersection indicated by that row occurs where the  $i$ -th segment of the first polyline intersects the  $j$ -th segment of the second polyline. But when an intersection falls precisely on a vertex of the first polyline, then  $i$  is the index of that vertex. Likewise with the second polyline and the index  $j$ . In the case of an intersection at the  $i$ -th vertex of the first line, for example,  $x_i(k)$  equals  $x1(i)$  and  $y_i(k)$  equals  $y1(i)$ . In the case of intersections between vertices,  $i$  and  $j$  can be interpreted as follows: the segment connecting  $x1(i)$ ,  $y1(i)$  to  $x1(i+1)$ ,  $y1(i+1)$  intersects the segment connecting  $x2(j)$ ,  $y2(j)$  to  $x2(j+1)$ ,  $y2(j+1)$  at the point  $x_i(k)$ ,  $y_i(k)$ .

`[xi,yi] = polyxpoly(...,'unique')` filters out duplicate intersections, which may result if the input polylines are self-intersecting.

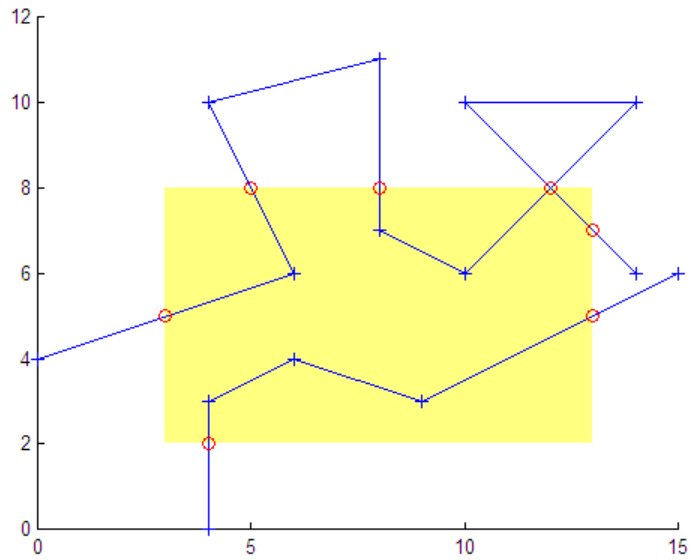
## Examples

Use the `polyxpoly` function to find the intersection points between a rectangle and a two-part polyline.

```
% Define and fill a rectangular area in the plane
xlimit = [3 13];
ylimit = [2 8];
xbox = xlimit([1 1 2 2 1]);
ybox = ylimit([1 2 2 1 1]);
mapshow(xbox,ybox,'DisplayType','polygon','LineStyle','none')

% Define and display a two-part polyline
x = [0 6 4 8 8 10 14 10 14 NaN 4 4 6 9 15];
y = [4 6 10 11 7 6 10 10 6 NaN 0 3 4 3 6];
mapshow(x,y,'Marker','+')

% Intersect the polyline with the rectangle
[xi, yi] = polyxpoly(x, y, xbox, ybox);
mapshow(xi,yi,'DisplayType','point','Marker','o')
```



```
% Display the intersection points; note that the point (12, 8)
% appears twice because of a self-intersection near the end of
% the first part of the polyline.
```

```
[xi yi]
```

```
ans =
```

```

     3     5
     5     8
     8     8
    12     8
    12     8
    13     7
     4     2
    13     5
```

# polyxpoly

---

```
% You could suppress this duplicate point by using the 'unique'
% option.
[xi, yi] = polyxpoly(x, y, xbox, ybox, 'unique');
[xi yi]

ans =

     3     5
     5     8
     8     8
    12     8
    13     7
     4     2
    13     5
```

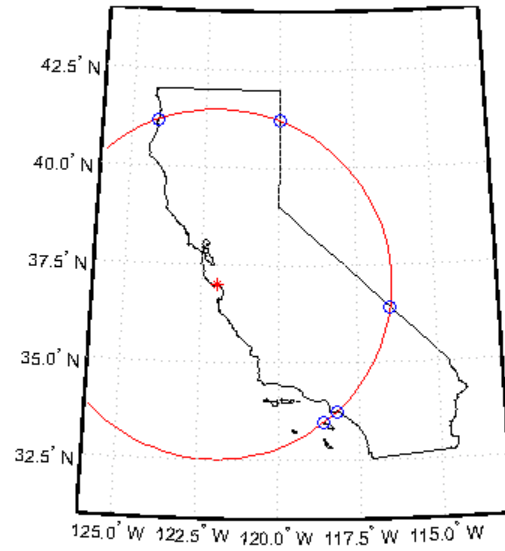
---

Use the `polyxpoly` function to find the intersection points between the state of California and a small circle.

```
california = shaperead('usastatehi',...
    'UseGeoCoords', true,...
    'Selector',{@(name) strcmpi(name,'California'), 'Name'});
usamap('california')
geoshow(california, 'FaceColor', 'none')

lat0 = 37; lon0 = -122; rad = 500;
[latc, lonc] = scircle1(lat0, lon0, km2deg(rad));
plotm(lat0, lon0, 'r*')
plotm(latc, lonc, 'r')

[loni, lati] = polyxpoly(lonc, latc, ...
    california.Lon', california.Lat');
plotm(lati, loni, 'bo')
```



**See Also**

[crossfix](#) | [gcxgc](#) | [gcxsc](#) | [navfix](#) | [rhrh](#) | [scxsc](#)

# previewmap

---

## Purpose

View map at printed size

## Description

The appearance of a map onscreen can differ from the final printed output. This results from the difference in the size and shape of the figure window and the area the figure occupies on the printed page. A map that appears readable on screen might be cluttered when the printed output is smaller. Likewise, the relative position of multiple axes can appear different when printed. This function resizes the figure to the printed size.

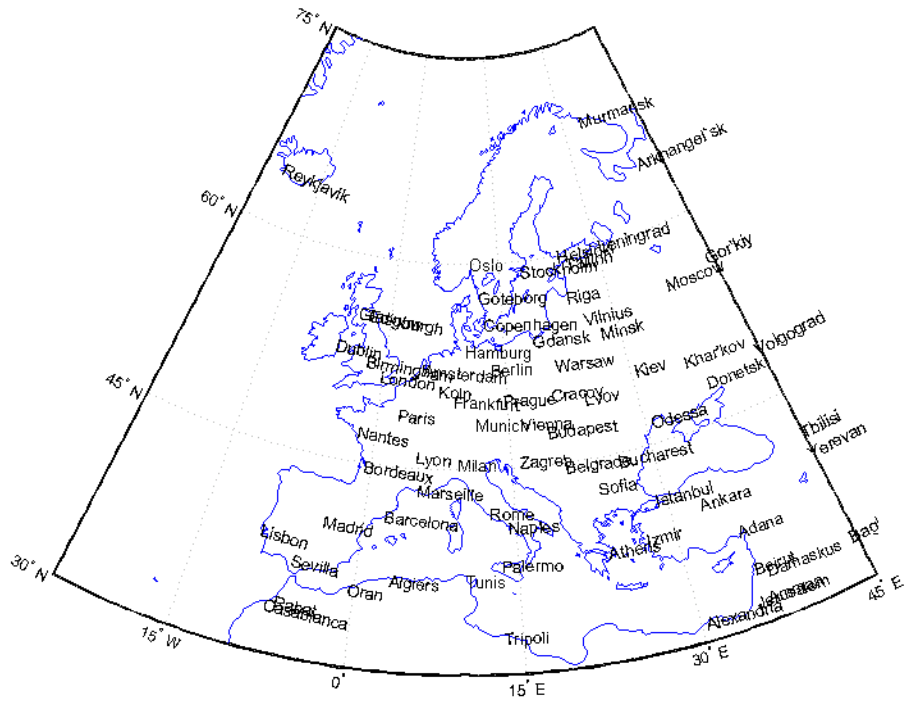
## Tips

previewmap changes the size of the current figure to match the printed output. If the resulting figure size exceeds the screen size, the figure is enlarged as much as possible.

## Examples

Is the text small enough to avoid overlapping in a map of Europe?

```
figure
worldmap europe
land=shaperead('landareas.shp','UseGeoCoords',true);
geoshow([land.Lat],[land.Lon])
m=gcm;
latlim = m.maplatlimit;
lonlim = m.maplonlimit;
BoundingBox = [lonlim(1) latlim(1);lonlim(2) latlim(2)];
cities=shaperead('worldcities.shp', ...
    'BoundingBox',BoundingBox,'UseGeoCoords',true);
for index=1:numel(cities)
    h=textm(cities(index).Lat, cities(index).Lon, ...
        cities(index).Name);
    trimcart(h)
    rotatetext(h)
end
orient landscape
tightmap
axis off
previewmap
```



**Limitations**

The figure cannot be made larger than the screen.

**See Also**

pagesetupd1g | paperscale | axescale

# project

---

**Purpose** Project displayed map graphics object

**Compatibility** project will be removed in a future release.

**Syntax**  
project(h)  
project(h, 'xy')  
project(h, 'yx')

**Description** project(h) takes unprojected objects with handles h that are displayed on map axes and projects them. For example, project takes a line created on a map axes with the plot function and projects it as though it had been created with the plotm function. This can be useful if a standard MATLAB function was accidentally executed. The map structure of the existing map axes determines the specifics of the projection. If h is the handle of the map axes, then all the children of h are projected. Do not attempt this if any children of h have already been projected!

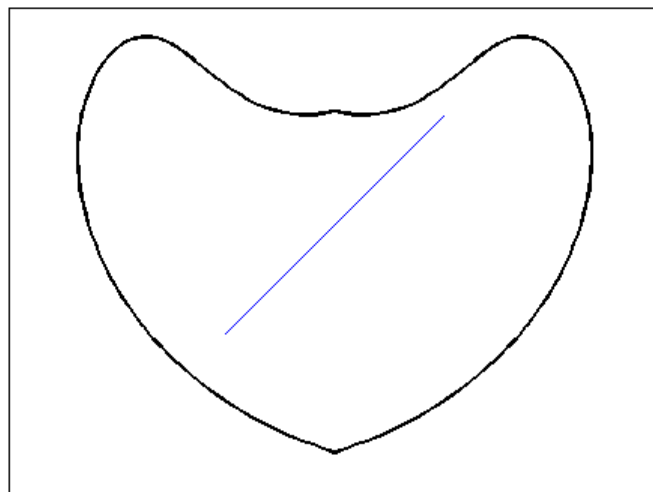
project(h, 'xy') specifies that the XData of the unprojected objects corresponds to longitudes and the YData to latitudes. This is the default assumption.

project(h, 'yx') specifies that the XData of the unprojected objects corresponds to latitudes and the YData to longitudes.

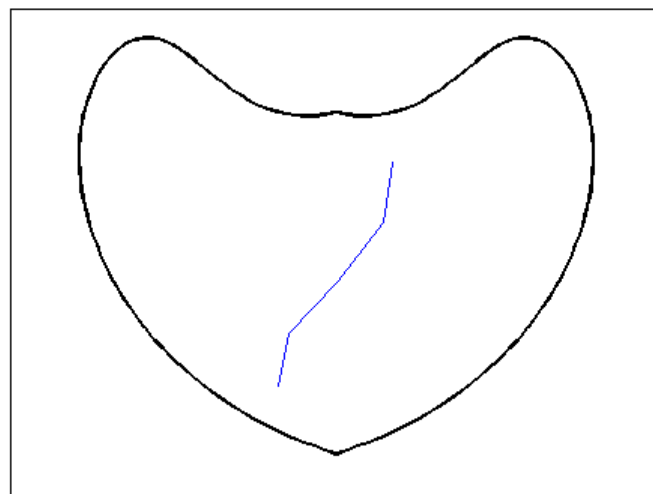
**Examples** Create an axes, plot a line, then project it:

```
axesm('bonne','AngleUnits','radians');framem;  
h = plot([-1 -.5 0 .5 1],[-1 -.5 0 .5 1]);
```





project(h)



# project

---

The line is straight in  $x$ - $y$  space, but when converted to a projected map object, it bends with the projection.

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>         | Forward map projection using PROJ.4 map projection library                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Syntax</b>          | <code>[x,y] = projfwd(proj,lat,lon)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Description</b>     | <p><code>[x,y] = projfwd(proj,lat,lon)</code> returns the x and y map coordinates from the forward projection transformation. <code>proj</code> is a structure defining the map projection. <code>proj</code> can be an <code>mstruct</code> or a GeoTIFF info structure. <code>lat</code> and <code>lon</code> are arrays of the latitude and longitude coordinates.</p> <p>For a complete list of GeoTIFF info and map projection structures that you can use with <code>projinv</code>, see the reference page for <code>projlist</code>.</p>                                                                                                                                                                                                                                                                |
| <b>Input Arguments</b> | <p><b>proj - Map projection</b><br/>scalar structure</p> <p>Map projection, specified as a scalar map projection structure (<code>mstruct</code>) or GeoTIFF info structure.</p> <p><b>Data Types</b><br/>struct</p> <p><b>lat - Geodetic latitudes</b><br/>scalar value   vector   matrix   N-D array</p> <p>Geodetic latitudes of one or more points, specified as a scalar value, vector, matrix, or N-D array, in units of degrees. Size must match the size of the <code>lon</code> input.</p> <p><b>Data Types</b><br/>single   double</p> <p><b>lon - Longitudes</b><br/>scalar value   vector   matrix   N-D array</p> <p>Longitudes of one or more points, specified as a scalar value, vector, matrix, or N-D array, in units of degrees. Size must match the size of the <code>lat</code> input.</p> |

## Data Types

single | double

## Output Arguments

### **x** - Projected x-coordinates

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the projected coordinate system, returned as a scalar value, vector, matrix, or N-D array.

### **y** - Projected y-coordinates

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the projected coordinate system, returned as a scalar value, vector, matrix, or N-D array.

## Examples

### **Overlay Boundary of Massachusetts on Orthophoto of Boston**

Read vector data for state boundary of Massachusetts (in latitude and longitude).

```
S = shaperead('usastatehi', 'UseGeoCoords', true, ...  
    'Selector',{@(name) strcmpi(name, 'Massachusetts'), 'Name'});
```

Obtain the projection structure for the orthophoto and project the state boundary vectors to it (Massachusetts State Plane coordinate system, U.S. Survey Feet).

```
proj = geotiffinfo('boston.tif');  
lat = [S.Lat];  
lon = [S.Lon];  
[x, y] = projfwd(proj, lat, lon);
```

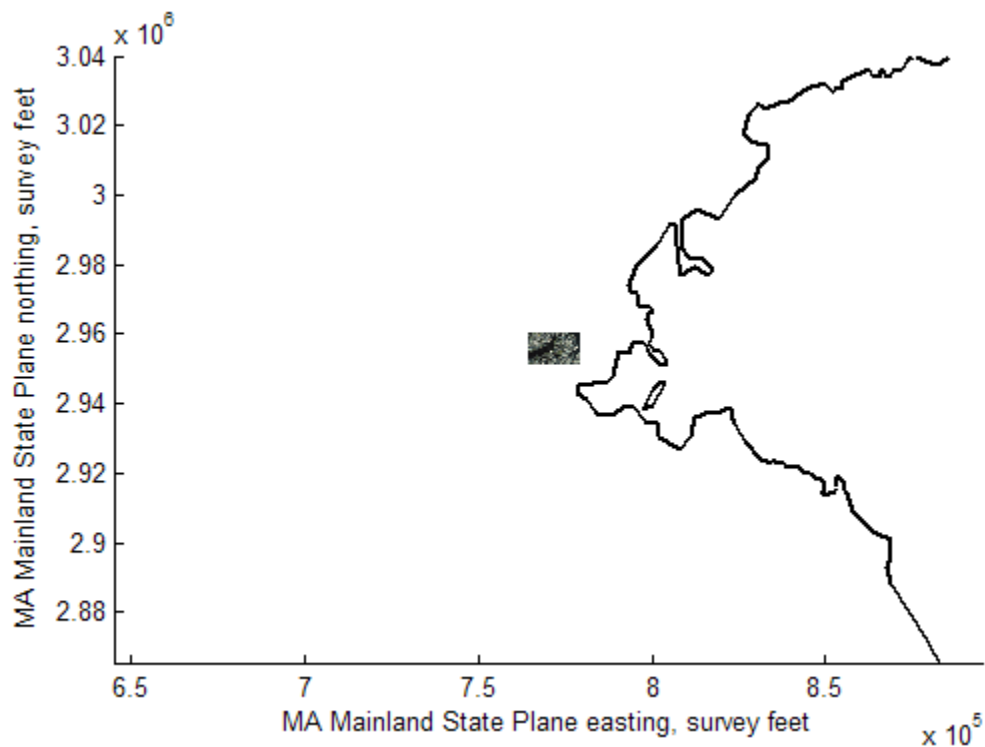
Read and display the 'boston.tif' orthophoto image.

```
[RGB, R, bbox] = geotiffread('boston.tif');  
figure  
mapshow(RGB, R)  
xlabel('MA Mainland State Plane easting, survey feet')
```

```
ylabel('MA Mainland State Plane northing, survey feet')
```

Overlay the state boundary and set map limits to show a little more detail.

```
hold on
mapshow(gca, x, y, 'Color', 'black', 'LineWidth', 2.0)
set(gca, 'XLim', [ 645000,  895000], ...
        'YLim', [2865000, 3040000]);
```



boston.tif image copyright © GeoEye, all rights reserved.

## See Also

[geotiffinfo](#) | [mfwdtran](#) | [minvtran](#) | [projinv](#) | [projlist](#)

**Purpose** Inverse map projection using PROJ.4 map projection library

**Syntax** `[lat,lon] = projinv(proj,x,y)`

**Description** `[lat,lon] = projinv(proj,x,y)` returns the latitude and longitude values from the inverse projection transformation. `proj` is a structure defining the map projection. `proj` can be a map projection `mstruct` or a GeoTIFF info structure. `x` and `y` are *x-y* map coordinate arrays. For a complete list of GeoTIFF info and map projection structures that you can use with `projinv`, see the reference page for `projlist`.

## Input Arguments

### **proj - Map projection**

scalar structure

Map projection, specified as a scalar map projection structure (`mstruct`) or GeoTIFF info structure.

### **Data Types**

struct

### **x - Projected x-coordinates**

scalar value | vector | matrix | N-D array

*x*-coordinates of one or more points in the projected coordinate system, specified as a scalar value, vector, matrix, or N-D array. Size must match the size of the *y* input.

### **Data Types**

single | double

### **y - Projected y-coordinates**

scalar value | vector | matrix | N-D array

*y*-coordinates of one or more points in the projected coordinate system, specified as a scalar value, vector, matrix, or N-D array. Size must match the size of the *x* input.

### **Data Types**

single | double

## Output Arguments

### lat - Geodetic latitudes

scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array, in units of degrees.

### lon - Longitude

scalar value | vector | matrix | N-D array

Longitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array, in units of degrees.

## Examples

### Display Boston Orthophoto on a Mercator Projection

Import the Boston roads from the shapefile and obtain the projection structure from the 'boston.tif' orthophoto.

```
roads = shaperead('boston_roads.shp');  
proj = geotiffinfo('boston.tif');
```

Convert the road coordinates to the projection's length unit. In this example, coordinates in the roads shapefile are in meters. The units of length in the projected coordinate system is US Survey Feet, documented in the value of the UOMLength field of the projection structure.

```
x = [roads.X] * unitsratio('survey feet','meter');  
y = [roads.Y] * unitsratio('survey feet','meter');
```

```
[roadsLat, roadsLon] = projinv(proj, x, y);
```

Read the boston\_ovr.jpg image and worldfile.

```
RGB = imread('boston_ovr.jpg');  
R = worldfileread(getworldfilename('boston_ovr.jpg'));
```

Read state boundary vectors for Massachusetts from the usastatehi shapefile using a selector to eliminate other states.

```
S = shaperead('usastatehi', 'UseGeoCoords', true, ...  
    'Selector',{@(name) strcmpi(name,'Massachusetts'), 'Name'});
```

Open a figure with a Mercator projection and display the image, state boundary, and roads.

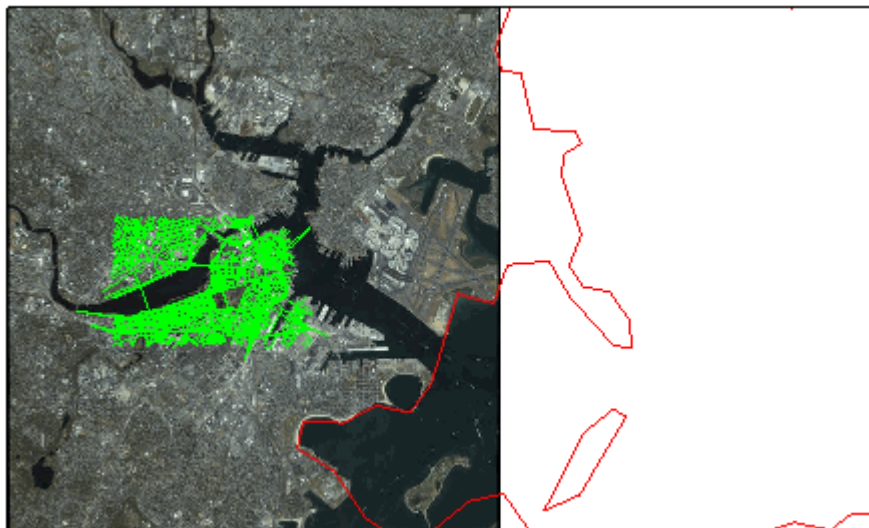
```
figure  
axesm('mercator')
```

```
geoshow(RGB, R)  
geoshow(S.Lat, S.Lon, 'Color','red')  
geoshow(roadsLat, roadsLon, 'Color', 'green')
```

Set the map boundary to the image's northern, western, and southern limits, and the eastern limit of the state boundary within the image latitude bounding box:

```
[lon, lat] = mapoutline(R, size(RGB(:,:,1)));  
ltvals = find((S.Lat>=min(lat(:)) & (S.Lat<=max(lat(:))));  
setm(gca,'maplonlimit',[min(lon(:)) max(S.Lon(ltvals))], ...  
    'maplatlimit',[min(lat(:)) max(lat(:))])  
tightmap
```





boston\_ovr.jpg image copyright © GeoEye, all rights reserved.

**See Also**

[geotiffinfo](#) | [mfwdtran](#) | [minvtran](#) | [projfwd](#) | [projlist](#)

# projlist

---

**Purpose** Map projections supported by `projfwd` and `projinv`

**Syntax** `projlist(listmode)`  
`S = projlist(listmode)`

**Description** `projlist(listmode)` displays a table of projection names, IDs, and availability. *listmode* is a string with value 'mapprojection', 'geotiff', 'geotiff2mstruct', or 'all'. The default value is 'mapprojection'.

`S = projlist(listmode)` returns a structure array containing projection names, IDs, and availability. The output of `projlist` for each *listmode* is described below:

- `mapprojection` — Lists the map projection IDs that are available for use with `projfwd` and `projinv`. The output structure contains the fields
  - `Name` — Projection name
  - `MapProjection` — Projection ID string
- `geotiff` — Lists the GeoTIFF projection IDs that are available for use with `projfwd` and `projinv`. The output structure contains the fields
  - `GeoTIFF` — GeoTIFF projection ID string.
  - `Available`— Logical array with values 1 or 0
- `geotiff2mstruct` — Lists the GeoTIFF projection IDs that are available for use with `geotiff2mstruct`. The output structure contains the fields
  - `GeoTIFF` — GeoTIFF projection ID string
  - `MapProjection` — Projection ID string
- `all` — Lists the map and GeoTIFF projection IDs that are available for use with `projfwd` and `projinv`. The output structure contains the fields
  - `GeoTIFF` — GeoTIFF projection ID string

- `MapProjection` — Projection ID string
- `info` — Logical array with values 1 or 0
- `mstruct` — Logical array with values 1 or 0

## Tips

`projfwd` and `projinv` can be used to process certain forward or inverse map projections. These functions are implemented in C using the PROJ.4 library. `projlist` provides a convenient list of the projections that can be used with `projfwd` or `projinv`. Because `projfwd` and `projinv` accept either a map projection structure (`mstruct`) or a GeoTIFF info structure, `projlist` provides separate lists for each case. It can also list the projections for which a GeoTIFF info structure can be converted to an `mstruct`.

## Examples

```
s=projlist

s =
1x19 struct array with fields:
    Name
    MapProjection

s=projlist('geotiff2mstruct')

s =
1x19 struct array with fields:
    GeoTIFF
    MapProjection
```

## See Also

`geotiff2mstruct` | `projfwd` | `projinv` | `maplist` | `maps`

# putpole

---

**Purpose**                    Origin vector to place north pole at specified point

**Syntax**                    `origin = putpole(pole)`  
                              `origin = putpole(pole,units)`

**Description**              `origin = putpole(pole)` returns an origin vector required to transform a coordinate system in such a way as to put the true North Pole at a point specified by the three- (or two-) element vector `pole`. This vector is of the form `[latitude longitude meridian]`, specifying the coordinates in the original system at which the true North Pole is to be placed in the transformed system. The meridian is the longitude upon which the new system is to be centered, which is the new pole longitude if omitted. The output is a three-element vector of the form `[latitude longitude orientation]`, where the latitude and longitude are the coordinates in the untransformed system of the new origin, and the orientation is the azimuth of the true North Pole in the transformed system.

`origin = putpole(pole,units)` allows the specification of the angular units of the origin vector, where *units* is any valid angle units string. The default is 'degrees'.

**Tips**                        When developing transverse or oblique projections, you need transformed coordinate systems. One way to define these systems is to establish the point in the original (untransformed) system that will become the new (transformed) origin.

**Examples**                    Pull the North Pole down the 0° meridian by 30° to 60°N. What is the resulting origin vector?

```
origin = putpole([60 0])
```

```
origin =  
    30.0000      0      0
```

This makes sense: when the pole slid down 30°, the point that was 30° north of the origin slid down to become the origin. Following is a less obvious transformation:

```
origin = putpole([60 80 0]) % constrain to original central  
                                % meridian
```

```
origin =  
    4.9809      0  29.6217
```

```
origin = putpole([60 80 40]) % constrain to arbitrary meridian
```

```
origin =  
    4.9809  40.0000  29.6217
```

## See Also

[neworig](#) | [org2pol](#)

# quiver3m

---

**Purpose** Project 3-D quiver plot on map axes

**Syntax**

```
h = quiver3m(lat,lon,alt,u,v,w)
h = quiver3m(lat,lon,alt,u,v,w,linespec)
h = quiver3m(lat,lon,alt,u,v,w,linespec,'filled')
h = quiver3m(lat,lon,alt,u,v,w,scale)
h = quiver3m(lat,lon,alt,u,v,w,linespec,scale)
h = quiver3m(lat,lon,alt,u,v,w,linespec,scale,'filled')
```

**Description** `h = quiver3m(lat,lon,alt,u,v,w)` displays *velocity* vectors with components  $(u,v,w)$  at the geographic points  $(lat,lon)$  and altitude `alt` on a displayed map axes. The inputs `u`, `v`, and `w` determine the direction of the vectors in latitude, longitude, and altitude, respectively. The function automatically determines the length of these vectors to make them as long as possible without overlap. The object handles of the displayed vectors can be returned in `h`.

`h = quiver3m(lat,lon,alt,u,v,w,linespec)` allows the control of the line specification of the displayed vectors with a *linespec* string recognized by the MATLAB line function. If symbols are indicated in *linespec*, they are plotted at the start points of the vectors, i.e., the input points  $(lat,lon,alt)$ .

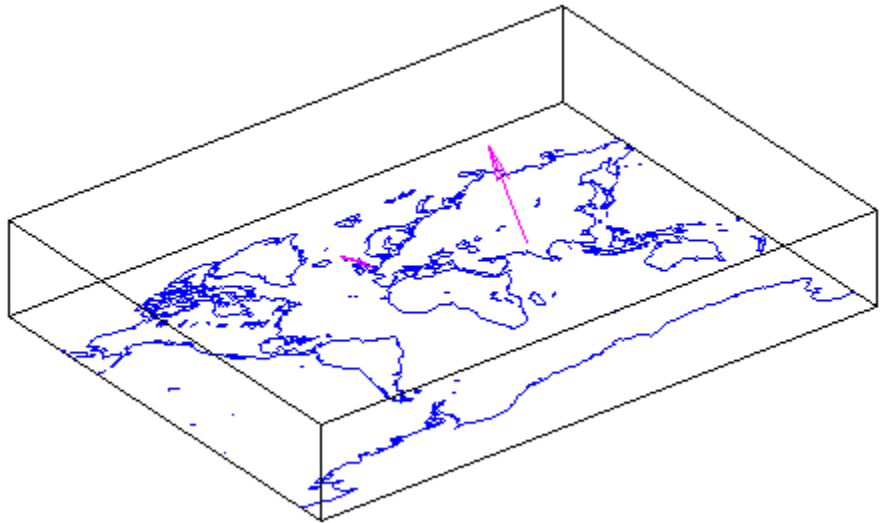
`h = quiver3m(lat,lon,alt,u,v,w,linespec,'filled')` results in the filling in of any symbols specified by *linespec*.

`h = quiver3m(lat,lon,alt,u,v,w,scale)`, `h = quiver3m(lat,lon,alt,u,v,w,linespec,scale)` and `h = quiver3m(lat,lon,alt,u,v,w,linespec,scale,'filled')` alter the automatically calculated vector lengths by multiplying them by the scalar value `scale`. For example, if `scale` is 2, the displayed vectors are twice as long as they would be if `scale` were 1 (the default). When `scale` is set to 0, the automatic scaling is suppressed and the length of the vectors is determined by the inputs. In this case, the vectors are plotted from  $(lat,lon,alt)$  to  $(lat+u,lon+v,alt+w)$ .

**Examples** Plot 3-D quiver vectors from London (51.5°N,0°) and New Delhi (29°N,77.5°E), both at an altitude of 0. Suppress the automatic scaling.

Terminate both vectors at an altitude of 1; the London vector should terminate  $100^\circ$  southward and  $70^\circ$  eastward, while the New Delhi vector should terminate  $50^\circ$  northward and  $10^\circ$  eastward.

```
load coast
axesm miller; view(3)
plotm(lat,long)
lat0 = [51.5,29]; lon0 = [0 77.5]; alt = [0 0];
u = [-40 50]; v = [-70 10]; w = [1 1];
quiver3m(lat0,lon0,alt,u,v,w,'m')
tightmap
```

**See Also**

[quiverm](#) | [quiver3](#)

# quiverm

---

**Purpose** Project 2-D quiver plot on map axes

**Syntax**

```
h = quiverm(lat,lon,u,v)
h = quiverm(lat,lon,u,v,linespec)
h = quiverm(lat,lon,u,v,linespec,'filled')
h = quiverm(lat,lon,u,v,scale)
h = quiverm(lat,lon,u,v,...linespec,scale,'filled')
```

**Description** `h = quiverm(lat,lon,u,v)` displays *velocity* vectors with components  $(u,v)$  at the geographic points  $(lat,lon)$  on displayed map axes. All four inputs should be in the `AngleUnits` of the map axes. The inputs `u` and `v` determine the direction of the vectors in latitude and longitude, respectively. The function automatically determines the length of these vectors to make them as long as possible without overlap. The object handles of the displayed vectors can be returned in `h`.

`h = quiverm(lat,lon,u,v,linespec)` allows the control of the line specification of the displayed vectors with a *linespec* string recognized by the MATLAB line function. If symbols are indicated in *linespec*, they are plotted at the start points of the vectors, i.e., the input points  $(lat,lon)$ .

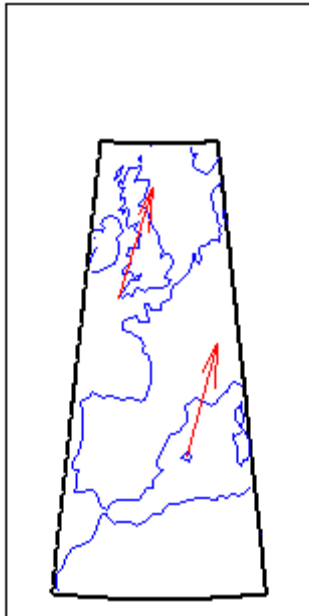
`h = quiverm(lat,lon,u,v,linespec,'filled')` results in the filling in of any symbols specified by *linespec*.

`h = quiverm(lat,lon,u,v,scale)` and `h = quiverm(lat,lon,u,v,...linespec,scale,'filled')` alter the automatically calculated vector lengths by multiplying them by the scalar value `scale`. For example, if `scale` is 2, the displayed vectors are twice as long as they would be if `scale` were 1 (the default). When `scale` is set to 0, the automatic scaling is suppressed, and the length of the vectors is determined by the inputs. In this case, the vectors are plotted from  $(lat,lon)$  to  $(lat+u,lon+v)$ .

**Examples** Plot quiver vectors from Land's End ( $50^{\circ}\text{N},5.4^{\circ}\text{W}$ ) and Majorca ( $39.7^{\circ}\text{N},2.9^{\circ}\text{E}$ ) in a direction corresponding to  $+5^{\circ}$  latitude and  $+3^{\circ}$  longitude. Use automatic scaling.



```
load coast
axesm('eqaconic','MapLatLimit',[30 60],'MapLonLimit',[-10 10])
framem; plotm(lat,long)
lat0 = [50 39.7]; lon0 = [-5.4 2.9];
u = [5 5]; v = [3 3];
quiverm(lat0,lon0,u,v,'r')
```

**See Also**[quiver3m](#) | [quiver](#)

# rad2km

---

**Purpose** Convert distance from radians to kilometers

**Syntax**

```
km = rad2km(rad)
km = rad2km(rad,radius)
km = rad2km(rad,sphere)
```

**Description** `km = rad2km(rad)` converts distances from radians to kilometers as measured along a great circle on a sphere with a radius of 6371 km, the mean radius of the Earth.

`km = rad2km(rad,radius)` converts distances from radians to kilometers as measured along a great circle on a sphere having the specified radius. `radius` must be in units of kilometers.

`km = rad2km(rad,sphere)` converts distances from radians to kilometers, as measured along a great circle on a sphere approximating an object in the Solar System. `sphere` may be one of the following strings: 'sun', 'moon', 'mercury', 'venus', 'earth', 'mars', 'jupiter', 'saturn', 'uranus', 'neptune', or 'pluto', and is case-insensitive.

**See Also** `km2rad` | `degtorad` | `radtodeg` | `deg2km` | `km2deg` | `km2nm` | `km2sm` | `deg2nm` | `nm2rad` | `nm2km` | `nm2sm` | `deg2sm` | `sm2rad` | `sm2km` | `sm2nm`

**Purpose** Convert angles from radians to degrees

**Syntax** `angleInDegrees = radtodeg(angleInRadians)`

**Description** `angleInDegrees = radtodeg(angleInRadians)` converts angle units from radians to degrees. This is both an angle conversion function and a distance conversion function, because arc length can be a measure of distance in either radians or degrees (provided the radius is known).

**Examples** There are  $180^\circ$  in  $\pi$  radians:

```
anglout = radtodeg(pi)
```

```
anglout =  
180
```

**See Also** `degtorad` | `fromDegrees` | `fromRadians` | `toDegrees` | `toRadians`

# rad2nm

---

**Purpose** Convert distance from radians to nautical miles

**Syntax**

```
nm = rad2nm(rad)
nm = rad2nm(rad,radius)
nm = rad2nm(rad,sphere)
```

**Description** `nm = rad2nm(rad)` converts distances from radians to nautical miles as measured along a great circle on a sphere with a radius of 6371 km, the mean radius of the Earth.

`nm = rad2nm(rad,radius)` converts distances from radians to nautical miles as measured along a great circle on a sphere having the specified radius. `radius` must be in units of nautical miles.

`nm = rad2nm(rad,sphere)` converts distances from radians to nautical miles, as measured along a great circle on a sphere approximating an object in the Solar System. `sphere` may be one of the following strings: 'sun', 'moon', 'mercury', 'venus', 'earth', 'mars', 'jupiter', 'saturn', 'uranus', 'neptune', or 'pluto', and is case-insensitive.

**See Also** `km2rad` | `degtorad` | `radtodeg` | `deg2km` | `km2deg` | `km2nm` | `km2sm` | `deg2nm` | `nm2rad` | `nm2km` | `nm2sm` | `deg2sm` | `sm2rad` | `sm2km` | `sm2nm`

**Purpose** Convert distance from radians to statute miles

**Syntax**

```
sm = rad2sm(rad)
sm = rad2sm(rad,radius)
sm = rad2sm(rad,sphere)
```

**Description** `sm = rad2sm(rad)` converts distances from radians to statute miles as measured along a great circle on a sphere with a radius of 6371 km, the mean radius of the Earth.

`sm = rad2sm(rad,radius)` converts distances from radians to statute miles as measured along a great circle on a sphere having the specified radius. `radius` must be in units of statute miles.

`sm = rad2sm(rad,sphere)` converts distances from radians to statute miles, as measured along a great circle on a sphere approximating an object in the Solar System. `sphere` may be one of the following strings: 'sun', 'moon', 'mercury', 'venus', 'earth', 'mars', 'jupiter', 'saturn', 'uranus', 'neptune', or 'pluto', and is case-insensitive.

**Examples** How long is a trip around the equator in statute miles?

```
sm = rad2sm(2*pi)
```

```
sm =
  2.4874e+04
```

How about on Jupiter?

```
sm = rad2sm(2*pi,'jupiter')
```

```
sm =
  2.7283e+005
```

**See Also** `km2rad` | `degtorad` | `radtodeg` | `deg2km` | `km2deg` | `km2nm` | `km2sm` | `deg2nm` | `nm2rad` | `nm2km` | `nm2sm` | `deg2sm` | `sm2rad` | `sm2km` | `sm2nm`

# rcurve

---

**Purpose** Ellipsoidal radii of curvature

**Syntax**

```
r = rcurve(ellipsoid,lat)
r = rcurve('parallel',ellipsoid,lat)
r = rcurve('meridian',ellipsoid,lat)
r = rcurve('transverse',ellipsoid,lat)
r = rcurve(..., angleunits)
```

**Description**

`r = rcurve(ellipsoid,lat)` and `r = rcurve('parallel',ellipsoid,lat)` return the parallel radius of curvature at the latitude `lat` for a reference ellipsoid defined by `ellipsoid`, which can be a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form `[semimajor_axis eccentricity]`. `r` is in units of length consistent with those used for the semimajor axis. `lat` is in `'degrees'`.

`r = rcurve('meridian',ellipsoid,lat)` returns the meridional radius of curvature, which is the radius of curvature in the plane of a meridian at the latitude `lat`.

`r = rcurve('transverse',ellipsoid,lat)` returns the transverse radius of curvature, which is the radius of a curvature in a plane normal to the surface of the ellipsoid and normal to a meridian, at the latitude `lat`.

`r = rcurve(..., angleunits)` specifies the units of the input `lat`. `angleunits` can be `'degrees'` or `'radians'`.

**Examples**

The radii of curvature of the default ellipsoid at 45°, in kilometers:

```
r = rcurve('transverse',referenceEllipsoid('earth','km'),...
          45,'degrees')

r =
    6.3888e+03

r = rcurve('meridian',referenceEllipsoid('earth','km'),...
          45,'degrees')
```

```
r =  
  6.3674e+03
```

```
r = rcurve('parallel',referenceEllipsoid('earth','km'),...  
          45,'degrees')
```

```
r =  
  4.5024e+03
```

**See Also**

rsphere

# readfields

---

## Purpose

Read fields or records from fixed-format files

## Syntax

```
struc = readfields(fname,fstruc)
struc = readfields(fname,fstruc,recordIDs)
struc = readfields(fname,fstruc,fieldIDs)
struc = readfields(fname,fstruc,recordIDs,mformat)
struc = readfields(fname,fstruc,recordIDs,mformat,fid)
struc =
readfields(fname,fstruc,recordIDs,mformat,fid,'sparse')
```

## Description

`struc = readfields(fname,fstruc)` reads all the records from a fixed format file. *fname* is a string containing the name of the file. If it is empty, the file is selected interactively. *fstruc* is a structure defining the format of the file. The contents of *fstruc* are described below. The result is returned in a structure.

`struc = readfields(fname,fstruc,recordIDs)` reads only the records specified in the vector *recordIDs*. For example, *recordIDs* = [1 2 3 4]. All the fields in the selected records are read.

`struc = readfields(fname,fstruc,fieldIDs)` reads only the fields specified in the cell array *fieldIDs*. For example, *fieldIDs* = {1 2 4}. The selected fields are read from all the records. *fieldIDs* can be used in place of *recordIDs* in all calling forms.

`struc = readfields(fname,fstruc,recordIDs,mformat)` opens the file with the specified machine format. *mformat* must be recognized by `fopen`.

`struc = readfields(fname,fstruc,recordIDs,mformat,fid)` reads from a file that is already open. *fid* is the file identifier returned by `fopen`. The records are read starting from the current location in the file.

`struc = readfields(fname,fstruc,recordIDs,mformat,fid,'sparse')` disables error messages when the number of elements read does not agree with the stated format of the file. This is useful for formatted files



with empty fields. Use `fid = []` for files that are not already open. This option is only compatible with reading selected records.

## Background

Map data is often provided as binary or ASCII files with a fixed format. Writing your own functions to read the data into the MATLAB workspace can be difficult and time-consuming, particularly for binary files. This function allows you to read the data by simply specifying the format of the file.

## Examples

Write a binary file and read it.

```
fid = fopen('testbin','wb');
for i = 1:3
    fwrite(fid,['character' num2str(i) ],'char');
    fwrite(fid,i,'int8');
    fwrite(fid,[i i],'int16');
    fwrite(fid,i,'integer*4');
    fwrite(fid,i,'real*8');
end
fclose(fid);

fs(1).length = 10;fs(1).type = 'char';fs(1).name = 'field 1';
fs(2).length = 1;fs(2).type = 'int8'; fs(2).name = 'field 2';
fs(3).length = 2;fs(3).type = 'int16';fs(3).name = 'field 3';
fs(4).length = 1;fs(4).type = 'integer*4';fs(4).name = 'field 4';
fs(5).length = 1;fs(5).type = 'float64'; fs(5).name = 'field 5';

s = readfields('testbin',fs);

s(1)
ans =
    field1: 'character1'
    field2: 1
    field3: [1 1]
    field4: 1
    field5: 1
```

# readfields

---

## Limitations

Formatted numbers must stay within the width specified for them. Files must have a size that is an integer multiple of the computed record length. This is potentially a problem for formatted files on DOS platforms that use a carriage return/linefeed line ending everywhere except the last record. File sizes are not checked when an open file is provided.

## Tips

The format of the file is described in the input argument `fstruc`. `fstruc` is a structure with one entry for every field in the file. `fstruc` has three required fields: `length`, `name`, and `type`. For fields containing binary data of the type that would be read by `fread`, `length` is the number of elements to be read, `name` is a string containing the field name under which the read data is stored in the output structure, and `type` is a format string recognized by `fread`. Repetition modifiers such as `'40*char'` are *not* supported. Fields with empty field names are omitted from the output.

The following `fstruc` definition is for a file with a 40-character field, a field containing two integers, and a field with a single-precision floating-point number.

```
fstruc(1).length = 40;
fstruc(1).name = 'character Field'; % spaces will be suppressed
filestruc(1).type = 'char';
```

```
fstruc(2).length = 2;
fstruc(2).name = 'integer Field'; % spaces will be suppressed
fstruc(2).type = 'int16';
```

```
fstruc(3).length = 1;
fstruc(3).name = 'float Field'; % spaces will be suppressed
fstruc(3).type = 'real*4';
```

The type can also be a `fscanf` and `sscanf`-style format string of the form `'%nX'`, where `n` is the number of characters within which the formatted data is found, and `X` is the conversion character such as `'g'` or `'d'`. For formatted fields, the `length` entry in `fstruc` is the number of elements, each of which has the width specified in the type string. Fortran-style

double-precision output such as '0.0D00' can be read using a type string such as '%nD', where n is the number of characters per element. This is an extension to the C-style format strings accepted by `sscanf`. Users unfamiliar with C should note that '%d' is preferred over '%i' for formatted integers. MATLAB syntax follows C in interpreting '%i' integers with leading zeros as octal. Line-ending characters in ASCII files must also be counted in the `fstruc` specification. Note that the number of line-ending characters differs across platforms.

A field specification for a formatted field with two integers each six characters wide would be of the form

```
fstruc(4).length = 2;  
fstruc(4).name = 'Elevation Units';  
fstruc(4).type = '%6d'
```

To summarize, `length` is the number of elements for binary numbers, the number of characters for strings, and the number of elements for formatted data.

You can omit fields from all output by providing an empty string for the `fstruc` name field.

## See Also

`grepfields` | `readmtx` | `textread` | `spsread` | `dlmread`

# readfk5

---

**Purpose** Read Fifth Fundamental Catalog of Stars

**Syntax**  
`struc = readfk5(filename)`  
`struc = readfk5(filename, struc)`

**Compatibility** readfk5 will be removed in a future release.

**Description**  
`struc = readfk5(filename)` reads the FK5 file and returns the contents in a structure. Each star is an element in the structure, with the different data items stored in appropriately named fields.  
`struc = readfk5(filename, struc)` appends the data in the file to the existing structure `struc`.

**Background**  
The Fifth Fundamental Catalog of Stars (FK5), Parts I and II, is a compilation of data on more than 4500 stars. The catalog contains positions, errors in positions, proper motions, and characteristics such as magnitudes, spectral types, parallaxes, and radial velocities. There are also cross-references to the identities of stars in other catalogs. It was compiled by researchers at the Astronomisches Rechen-Institut in Heidelberg.

**Tips**  
Positions are given in terms of right ascension and declination. “Projections and Parameters” in the Concepts section of the Mapping Toolbox documentation shows how to convert these to latitude and longitude for display by the toolbox.

The Fifth Fundamental Catalog of Stars (FK5), Parts I and II data and documentation are available over the Internet by anonymous ftp.

**Examples**  
`FK5 = readfk5('FK5.dat');`  
`FK5e = readfk5('FK5_ext.dat');`  
`whos`

| Name | Size   | Bytes    | Class        |
|------|--------|----------|--------------|
| FK5  | 1x1535 | 5042752  | struct array |
| FK5e | 1x3117 | 10226424 | struct array |

FK5e(1)

ans =

```
FK5: 2003
RAh: 0
RAm: 5
RAs: 1.1940
pmRA: 0.6230
DEd: 27
DEm: 40
DEs: 29.0100
pmDE: -1.1100
RAh1950: 0
RAm1950: 2
RAs1950: 26.5900
pmRA1950: 0.6210
DEd1950: 27
DEm1950: 23
DEs1950: 47.4400
pmDE1950: -1.1100
EpRA1900: 51.7200
e_RAs: 2
e_pmRA: 9
EpDE1900: 46.8200
e_DEs: 3.4000
e_pmDE: 14
Vmag: 6.4700
n_Vmag: ''
SpType: 'G5'
plx: []
RV: 12
AGK3R: '38'
SRS: ''
HD: '225292'
DM: 'BD+26 4744'
GC: '48'
```

**References**

See references [5] and [6] in the Bibliography located at the end of this chapter.

**See Also**

dms2degrees | scatterm

**Purpose**

Read matrix stored in file

**Syntax**

```

mtx = readmtx(fname,nrows,ncols,precision)
mtx =
readmtx(fname,nrows,ncols,precision,readrows,readcols)
mtx = readmtx(fname,nrows,ncols,precision,...
readrows,readcols,
    mformat)
mtx = readmtx(fname,nrows,ncols,precision,...
readrows,readcols,
    mformat,nheadbytes)
mtx = readmtx(fname,nrows,ncols,precision,...
readrows,readcols,
    mformat,nheadbytes,nRowHeadBytes)
mtx = readmtx(fname,nrows,ncols,precision,...
readrows,readcols,
    mformat,nheadbytes,nRowHeadBytes,nRowTrailBytes)
mtx = readmtx(fname,nrows,ncols,precision,...
readrows,readcols,
    mformat,nheadbytes,nRowHeadBytes,... nRowTrailBytes,
    nFileTrailBytes)
mtx = readmtx(fname,nrows,ncols,precision,...
readrows,readcols,
    mformat,nheadbytes,nRowHeadBytes,... nRowTrailBytes,
    nFileTrailBytes,recordlen)

```

**Description**

`mtx = readmtx(fname,nrows,ncols,precision)` reads a matrix stored in a file. The file contains only a matrix of numbers with the dimensions *nrows* by *ncols* stored with the specified *precision*. Recognized *precision* strings are described below.

```

mtx =
readmtx(fname,nrows,ncols,precision,readrows,readcols)

```

reads a subset of the matrix. *readrows* and *readcols* specify which rows and columns are to be read. They can be vectors containing the row or column numbers, or two-element vectors of the form [*start end*], which are expanded using the colon operator to *start:end*. To read just

# readmtx

---

two rows or columns, without expansion by the colon operator, provide the indices as a column matrix.

`mtx = readmtx(fname,nrows,ncols,precision,... readrows,readcols, mformat)` specifies the machine format used to write the file. *mformat* can be any string recognized by `fopen`. This option is used to automatically swap bytes for files written on platforms with a different byte ordering.

`mtx = readmtx(fname,nrows,ncols,precision,... readrows,readcols, mformat,nheadbytes)` skips the file header, whose length is specified in bytes.

`mtx = readmtx(fname,nrows,ncols,precision,... readrows,readcols, mformat,nheadbytes,nRowHeadBytes)` also skips a header that precedes every row of the matrix. The length of the header is specified in bytes.

`mtx = readmtx(fname,nrows,ncols,precision,... readrows,readcols, mformat,nheadbytes,nRowHeadBytes,nRowTrailBytes)` also skips a trailer that follows every row of the matrix. The length of the trailer is specified in bytes.

`mtx = readmtx(fname,nrows,ncols,precision,... readrows,readcols, mformat,nheadbytes,nRowHeadBytes,... nRowTrailBytes, nFileTrailBytes)` accounts for the length of data following the matrix. The sizes of the components of the matrix are used to compute an expected file size, which is compared to the actual file size.

`mtx = readmtx(fname,nrows,ncols,precision,... readrows,readcols, mformat,nheadbytes,nRowHeadBytes,... nRowTrailBytes, nFileTrailBytes,recordlen)` overrides the record length calculated from the precision and number of columns, and instead uses the record length given in bytes. This is used for formatted data with extra spaces or line breaks in the matrix.

## Background

Map data is often provided as binary or ASCII files with a fixed format. Writing your own functions to read the data into the MATLAB



workspace can be difficult and time-consuming, particularly for binary files. This function allows you to read the data by simply specifying the format of the file.

## Examples

Write and read a binary matrix file:

```
fid = fopen('binmat','w');
fwrite(fid,1:100,'int16');
fclose(fid);
mtx = readmtx('binmat',10,10,'int16')
```

```
mtx =
     1     2     3     4     5     6     7     8     9    10
    11    12    13    14    15    16    17    18    19    20
    21    22    23    24    25    26    27    28    29    30
    31    32    33    34    35    36    37    38    39    40
    41    42    43    44    45    46    47    48    49    50
    51    52    53    54    55    56    57    58    59    60
    61    62    63    64    65    66    67    68    69    70
    71    72    73    74    75    76    77    78    79    80
    81    82    83    84    85    86    87    88    89    90
    91    92    93    94    95    96    97    98    99   100
```

```
mtx = readmtx('binmat',10,10,'int16',[2 5],3:2:9)
```

```
mtx =
    13    15    17    19
    23    25    27    29
    33    35    37    39
    43    45    47    49
```

## Limitations

Every row of the matrix must have the same number of elements.

## Tips

This function reads files that have a general format consisting of a header, a matrix, and a trailer. Each row of the matrix can have a certain number of bytes of extraneous information preceding or following the matrix data.

Both binary and formatted data files can be read. If the file is binary, the precision argument is a format string recognized by `fread`. Repetition modifiers such as `'40*char'` are *not* supported. If the file is formatted, precision is a `fscanf` and `sscanf`-style format string of the form `'%nX'`, where `n` is the number of characters within which the formatted data is found, and `X` is the conversion character such as `'g'` or `'d'`. Fortran-style double-precision output such as `'0.0D00'` can be read using a precision string such as `'%nD'`, where `n` is the number of characters per element. This is an extension to the C-style format strings accepted by `sscanf`. Users unfamiliar with C should note that `'%d'` is preferred over `'%i'` for formatted integers. MATLAB syntax follows C in interpreting `'%i'` integers with leading zeros as octal. Formatted files with line endings need to provide the number of trailing bytes per row, which can be 1 for platforms with carriage returns *or* linefeed (Macintosh, UNIX), or 2 for platforms with carriage returns *and* linefeeds (DOS).

## See Also

`readfields` | `textread` | `spreadd` | `d1mread`

**Purpose**

Point at specified azimuth, range on sphere or ellipsoid

**Syntax**

```
[latout,lonout] = reckon(lat,lon,arclen,az)
[latout,lonout] = reckon(lat,lon,arclen,az,units)
[latout,lonout] = reckon(lat,lon,arclen,az,ellipsoid)
[latout,lonout] = reckon(lat,lon,arclen,az,ellipsoid,units)
[latout,lonout] = reckon(track,...)
```

**Description**

[latout,lonout] = reckon(lat,lon,arclen,az), for scalar inputs, calculates a position (latout,lonout) at a given range, arclen, and azimuth, az, along a great circle from a starting point defined by lat and lon. lat and lon are in degrees. arclen must be expressed as degrees of arc on a sphere, and equals the length of a great circle arc connecting the point (lat, lon) to the point (latout, lonout). az, also in degrees, is measured clockwise from north. reckon calculates multiple positions when given four arrays of matching size. When given a combination of scalar and array inputs, the scalar inputs are automatically expanded to match the size of the arrays.

[latout,lonout] = reckon(lat,lon,arclen,az,units), where units is either 'degrees' or 'radians', specifies the units of the inputs and outputs, including arclen. The default value is 'degrees'.

[latout,lonout] = reckon(lat,lon,arclen,az,ellipsoid) calculates positions along a geodesic on an ellipsoid, as specified by ellipsoid. ellipsoid is a referenceSphere, referenceEllipsoid, or oblateSpheroid object, or a vector of the form [semimajor\_axis eccentricity]. The range, arclen, must be expressed same unit of length as the semimajor axis of the ellipsoid.

[latout,lonout] = reckon(lat,lon,arclen,az,ellipsoid,units) calculates positions on the specified ellipsoid with lat, lon, az, latout, and lonout in the specified angle units.

[latout,lonout] = reckon(track,...) calculates positions on great circles (or geodesics) if track is 'gc' and along rhumb lines if track is 'rh'. The default value is 'gc'.

## Examples

Find the coordinates of the point 600 nautical miles northwest of London, UK (51.5°N,0°) in a great circle sense:

```
% Convert nm distance to degrees.  
dist = nm2deg(600)  
dist =  
    9.9933
```

```
% Northwest is 315 degrees.  
pt1 = reckon(51.5,0,dist,315)  
pt1 =  
    57.8999  -13.3507
```

Now, determine where a plane from London traveling on a constant northwesterly course for 600 nautical miles would end up:

```
pt2 = reckon('rh',51.5,0,dist,315)  
  
pt2 =  
    58.5663  -12.3699
```

How far apart are the points above (distance in great circle sense)?

```
separation = distance('gc',pt1,pt2)  
  
separation =  
    0.8430
```

```
% Convert answer to nautical miles.  
nmsep = deg2nm(separation)  
nmsep =  
    50.6156
```

Over 50 nautical miles separate the two points.

## See Also

azimuth | distance | km2deg | dreckon | track | track1 | track2

**Purpose**

Reduce density of points in vector data

**Syntax**

```
[latout,lonout] = reducem(latin,lonin)
[latout,lonout] = reducem(latin,lonin,tol)
[latout,lonout,cerr] = reducem(...)
[latout,lonout,cerr,tol] = reducem(...)
```

**Description**

`[latout,lonout] = reducem(latin,lonin)` reduces the number of points in vector map data. In this case the tolerance is computed automatically.

`[latout,lonout] = reducem(latin,lonin,tol)` uses the provided tolerance. The units of the tolerance are degrees of arc on the surface of a sphere.

`[latout,lonout,cerr] = reducem(...)` in addition returns a measure of the error introduced by the simplification. The output `cerr` is the difference in the arc length of the original and reduced data, normalized by the original length.

`[latout,lonout,cerr,tol] = reducem(...)` also returns the tolerance used in the reduction, which is useful when the tolerance is computed automatically.

**Examples**

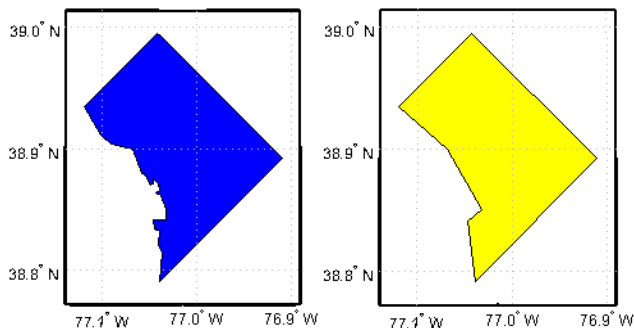
Compare the original and reduced outlines of the District of Columbia from the `usastatehi` state outline data:

```
dc = shaperead('usastatehi',...
    'UseGeoCoords', true,...
    'Selector',{@(name) ...
        strcmpi(name,'district of columbia'), 'Name'});
lat = extractfield(dc, 'Lat');
lon = extractfield(dc, 'Lon');
[latreduced, lonreduced] = reducem(lat, lon);

lonlim = dc.BoundingBox(:,1)' + [-0.02 0.02];
latlim = dc.BoundingBox(:,2)' + [-0.02 0.02];
```

```
subplot(1,2,1)
usamap(latlim, lonlim); axis off
geoshow(lat, lon,...
        'DisplayType', 'polygon', 'FaceColor', 'blue')

subplot(1,2,2)
usamap(latlim, lonlim); axis off
geoshow(latreduced, lonreduced,...
        'DisplayType', 'polygon', 'FaceColor', 'yellow')
```



## Tips

Vector data is reduced using the Douglas-Peucker line simplification algorithm. This method recursively subdivides a polygon until a run of points can be replaced by a straight line segment, with no point in that run deviating from the straight line by more than the tolerance. The distances used to decide on which runs of points to eliminate are computed in a Plate Carrée projection.

Reduced geographic data might not always be appropriate for display. If all intermediate points in a data set are reduced, then lines appearing straight in one projection are incorrectly displayed as straight lines in others.

## See Also

[interp](#) | [resize](#)

## Purpose

Reference ellipsoid

## Description

A referenceEllipsoid is an oblateSpheroid object with three additional properties:

- A name string (Name).
- A string (LengthUnit) indicating the units of the semimajor and semiminor axes.
- A numeric code (Code) that matches an entry in the ellipsoid table of the EPSG/OGP Geodetic Parameter Dataset.

## Construction

`E = referenceEllipsoid` returns a reference ellipsoid object that represents the unit sphere.

`E = referenceEllipsoid(name)` returns a reference ellipsoid object corresponding to the string, `name`. The values of the `SemimajorAxis` and `SemiminorAxis` properties are in meters.

`E = referenceEllipsoid(code)` returns a reference ellipsoid object corresponding to the numerical EPSG code, `code`. All of the nearly 60 codes in the EPSG ellipsoid table are supported. The unit of length used for the `SemimajorAxis` and `SemiminorAxis` properties depends on the ellipsoid selected, and is indicated in the property, `E.LengthUnit`.

`E = referenceEllipsoid(name,lengthUnit)` and `E = referenceEllipsoid(code,lengthUnit)` return the ellipsoid object with the `SemimajorAxis` and `SemiminorAxis` properties in the specified unit of length, `lengthUnit`. The `lengthUnit` can be any length unit string supported by `validateLengthUnit`.

## Input Arguments

### **name**

One of the short or long names listed in table.

**DataType:** String.

# referenceEllipsoid

---

| EPSG Code | Short Name      | Long Name                               |
|-----------|-----------------|-----------------------------------------|
| —         | 'unitsphere'    | 'Unit Sphere'                           |
| 7019      | 'grs80'         | 'Geodetic Reference System 1980'        |
| 7030      | 'wgs84'         | 'World Geodetic System 1984'            |
| 7015      | 'everest'       | 'Everest 1830'                          |
| 7004      | 'bessel'        | 'Bessel 1841'                           |
| 7001      | 'airy1830'      | 'Airy 1830'                             |
| 7002      | 'airy1849'      | 'Airy Modified 1849'                    |
| 7008      | 'clarke66'      | 'Clarke 1866'                           |
| 7012      | 'clarke80'      | 'Clarke 1880'                           |
| 7022      | 'international' | 'International 1924'                    |
| 7024      | 'krasovsky'     | 'Krasovsky 1940'                        |
| 7043      | 'wgs72'         | 'World Geodetic System 1972'            |
| —         | 'wgs60'         | 'World Geodetic System 1960'            |
| —         | 'iau65'         | 'International Astronomical Union 1965' |
| —         | 'wgs66'         | 'World Geodetic System 1966'            |
| —         | 'iau68'         | 'International Astronomical Union 1968' |



| EPSG Code | Short Name | Long Name                    |
|-----------|------------|------------------------------|
| 7030      | 'earth'    | 'World Geodetic System 1984' |
| —         | 'sun'      | 'Sun'                        |
| —         | 'moon'     | 'Moon'                       |
| —         | 'mercury'  | 'Mercury'                    |
| —         | 'venus'    | 'Venus'                      |
| —         | 'mars'     | 'Mars'                       |
| —         | 'jupiter'  | 'Jupiter'                    |
| —         | 'saturn'   | 'Saturn'                     |
| —         | 'uranus'   | 'Uranus'                     |
| —         | 'neptune'  | 'Neptune'                    |
| —         | 'pluto'    | 'Pluto'                      |

**code**

Numerical EPSG code

A numerical code between 7000 and 8000 indicating a row in the EPSG ellipsoid table. All of the nearly 60 codes in the EPSG ellipsoid table are supported, in addition to the ones listed in the above table.

**lengthUnit**

Unit of length used for semimajor and semiminor axes.

**Properties****Code**

Numerical EPSG code

A numerical code between 7000 and 8000 indicating a row in the EPSG ellipsoid table.

**Name**

# referenceEllipsoid

---

Name of the reference ellipsoid

A string naming or describing the ellipsoid, for example, 'World Geodetic System 1984'.

## **LengthUnit**

Unit of length string for ellipsoid axes

The empty string, or any unit of length string accepted by the `validateLengthUnit` function.

## **SemimajorAxis**

Equatorial radius of spheroid,  $a$

When set to a new value, the `SemiminorAxis` property scales as needed to preserve the shape of the spheroid and the values of shape-related properties including `InverseFlattening` and `Eccentricity`.

The only way to change the `SemimajorAxis` property is to set it directly.

**DataType:** Positive, finite scalar.

**Default:** 1

## **SemiminorAxis**

Distance from center of spheroid to pole,  $b$

The value is always less than or equal to `SemimajorAxis` property. When set to a new value, the `SemimajorAxis` property remains unchanged, but the shape of the spheroid changes, which is reflected in changes in the values of `InverseFlattening`, `Eccentricity`, and other shape-related properties.

**DataType:** Nonnegative, finite scalar.

**Default:** 1

## **InverseFlattening**

Reciprocal of flattening

$1/f = a / (a-b)$ , where  $a$  and  $b$  are semimajor and semiminor axes. A value of  $1/f = \text{Inf}$  designates a perfect sphere. As  $1/f$  value approaches 1, the spheroid approaches a flattened disk. When set to a new value, other shape-related properties update, including `Eccentricity`. The `SemimajorAxis` value is unaffected by changes to  $1/f$ , but the value of the `SemiminorAxis` property adjusts to reflect the new shape.

**DataType:** Positive scalar in the interval  $[1 \text{ Inf}]$ .

**Default:** `Inf`

### **Eccentricity**

First eccentricity of spheroid

$\text{ecc} = \sqrt{a^2 - b^2} / a$ . A value of 0 designates a perfect sphere. When set to a new value, other shape-related properties update, including `InverseFlattening`. The `SemimajorAxis` value is unaffected by changes to `ecc`, but the value of the `SemiminorAxis` property adjusts to reflect the new shape.

**DataType:** Nonnegative scalar less than or equal to 1.

**Default:** 0

### **Flattening**

Flattening of spheroid

$f = (a-b) / a$ , where  $a$  and  $b$  are semimajor and semiminor axes of the spheroid.

**Access:** Read only

### **ThirdFlattening**

Third flattening of spheroid

$n = (a-b) / (a+b)$ , where  $a$  and  $b$  are semimajor and semiminor axes of spheroid.

**Access:** Read only

## **MeanRadius**

Mean radius of spheroid,  $(2*a+b)/3$

The **MeanRadius** property uses the same unit of length as the **SemimajorAxis** and **SemiminorAxis** properties.

**Access:** Read only

## **SurfaceArea**

Surface area of spheroid

The **SurfaceArea** is expressed in units of area consistent with the unit of length used for the **SemimajorAxis** and **SemiminorAxis** properties.

**Access:** Read only

## **Volume**

Volume of spheroid

The **Volume** is expressed in units of volume consistent with the unit of length used for the **SemimajorAxis** and **SemiminorAxis** properties.

**Access:** Read only

---

**Note** When you define a spheroid in terms of semimajor and semiminor axes (rather than semimajor axis and inverse flattening or semimajor axis and eccentricity), a small loss of precision in the last few digits of  $f$ ,  $ecc$ , and  $n$  is possible. This is unavoidable, but does not affect the results of practical computation.

---

## Methods

|                            |                                                     |
|----------------------------|-----------------------------------------------------|
| <code>ecef2geodetic</code> | Transform geocentric (ECEF) to geodetic coordinates |
| <code>ecefOffset</code>    | Cartesian ECEF offset between geodetic positions    |
| <code>geodetic2ecef</code> | Transform geodetic to geocentric (ECEF) coordinates |

## Copy Semantics

Value. To learn how value classes affect copy operations, see [Copying Objects](#)

## Examples

### Construct a GRS80 reference ellipsoid

Create a reference ellipsoid object by specifying the name of the ellipsoid..

```
e = referenceEllipsoid('Geodetic Reference System 1980')
```

```
e =
```

```
referenceEllipsoid with defining properties:
```

```
Code: 7019
Name: 'Geodetic Reference System 1980'
LengthUnit: 'meter'
SemimajorAxis: 6378137
SemiminorAxis: 6356752.31414036
InverseFlattening: 298.257222101
Eccentricity: 0.0818191910428158
```

```
and additional properties:
```

```
Flattening
ThirdFlattening
MeanRadius
SurfaceArea
```

# referenceEllipsoid

---

Volume

Create the same reference ellipsoid object by specifying the EPSG code 7019.

```
e = referenceEllipsoid(7019)
```

```
e =
```

referenceEllipsoid with defining properties:

```
Code: 7019
Name: 'GRS 1980'
LengthUnit: 'meter'
SemimajorAxis: 6378137
SemiminorAxis: 6356752.31414036
InverseFlattening: 298.257222101
Eccentricity: 0.0818191910428158
```

and additional properties:

```
Flattening
ThirdFlattening
MeanRadius
SurfaceArea
Volume
```

## Specify Units for GRS80 ellipsoid

Create a reference ellipsoid, specifying the unit of length. For length unit, you can specify any any string accepted by the `validateLengthUnit` function.

```
e = referenceEllipsoid('GRS80', 'km')
```

```
e =
```

referenceEllipsoid with defining properties:

```
Code: 7019
Name: 'Geodetic Reference System 1980'
LengthUnit: 'kilometer'
SemimajorAxis: 6378.137
SemiminorAxis: 6356.75231414036
InverseFlattening: 298.257222101
Eccentricity: 0.0818191910428158
```

and additional properties:

```
Flattening
ThirdFlattening
MeanRadius
SurfaceArea
Volume
```

## **Construct an Ellipsoid from an Input File**

Create a reference ellipsoid, specifying the `GeoTIFFCodes.Ellipsoid` field from a file.

```
info = geotiffinfo('boston.tif');
e = referenceEllipsoid(info.GeoTIFFCodes.Ellipsoid)
```

e =

referenceEllipsoid with defining properties:

```
Code: 7019
Name: 'GRS 1980'
LengthUnit: 'meter'
SemimajorAxis: 6378137
SemiminorAxis: 6356752.31414036
InverseFlattening: 298.257222101
Eccentricity: 0.0818191910428158
```

and additional properties:

# referenceEllipsoid

---

Flattening  
ThirdFlattening  
MeanRadius  
SurfaceArea  
Volume

## See Also

[oblateSpheroid](#) | [referenceSphere](#) | [validateLengthUnit](#) | [wgs84Ellipsoid](#)



|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>         | Transform geodetic to geocentric (ECEF) coordinates                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Syntax</b>          | <code>[X,Y,Z] = geodetic2ecef(spheroid,lat,lon,h)</code><br><code>[X,Y,Z] = geodetic2ecef(___, angleUnit)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Description</b>     | <p><code>[X,Y,Z] = geodetic2ecef(spheroid,lat,lon,h)</code> returns Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian coordinates corresponding to geodetic coordinates <code>lat</code>, <code>lon</code>, <code>h</code>. Any of the three numerical arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.</p> <p><code>[X,Y,Z] = geodetic2ecef(___, angleUnit)</code> adds <code>angleUnit</code> which specifies the units of inputs <code>lat</code> and <code>lon</code>.</p>                                                                                                                                                                                                                                                                                                                                                    |
| <b>Input Arguments</b> | <p><b>spheroid - Reference spheroid</b><br/>scalar referenceEllipsoid   oblateSpheroid   referenceSphere object</p> <p>Reference spheroid, specified as a scalar referenceEllipsoid, oblateSpheroid, or referenceSphere object.</p> <p><b>lat - Geodetic latitudes</b><br/>scalar value   vector   matrix   N-D array</p> <p>Geodetic latitudes of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument <code>angleUnit</code>, if supplied, and in degrees, otherwise.</p> <p><b>Data Types</b><br/>single   double</p> <p><b>lon - Longitudes</b><br/>scalar value   vector   matrix   N-D array</p> <p>Longitudes of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument <code>angleUnit</code>, if supplied, and in degrees, otherwise.</p> |

## Data Types

single | double

## **h - Ellipsoidal heights**

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

## Data Types

single | double

## **angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

## Data Types

char

## Output Arguments

### **X - ECEF x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the LengthUnit property of the spheroid object.

### **Y - ECEF y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the LengthUnit property of the spheroid object.

### **Z - ECEF z-coordinates**

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D

array. Units are determined by the LengthUnit property of the spheroid object.

## See Also

[referenceEllipsoid.ecef2geodetic](#) |  
[referenceEllipsoid.ecefOffset](#)

# referenceEllipsoid.ecef2geodetic

---

**Purpose** Transform geocentric (ECEF) to geodetic coordinates

**Syntax** [lat,lon,h] = ecef2geodetic(spheroid,X,Y,Z)  
[lat,lon,h] = ecef2geodetic(\_\_\_, angleUnit)

**Description** [lat,lon,h] = ecef2geodetic(spheroid,X,Y,Z) returns geodetic coordinates corresponding to coordinates X, Y, Z in an Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian system. Any of the three numerical arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

[lat,lon,h] = ecef2geodetic(\_\_\_, angleUnit) adds angleUnit which specifies the units of outputs lat and lon.

## Input Arguments

### spheroid - Reference spheroid

scalar referenceEllipsoid | oblateSpheroid | referenceSphere object

Reference spheroid, specified as a scalar referenceEllipsoid, oblateSpheroid, or referenceSphere object.

### X - ECEF x-coordinates

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

### Data Types

single | double

### Y - ECEF y-coordinates

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

## Data Types

single | double

## Z - ECEF z-coordinates

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the `LengthUnit` property of the spheroid object.

## Data Types

single | double

## angleUnit - Units of angles

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

## Data Types

char

## Output Arguments

### lat - Geodetic latitudes

scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the closed interval  $[-90\ 90]$ .

### lon - Longitudes

scalar value | vector | matrix | N-D array

Longitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the interval  $[-180\ 180]$ .

### h - Ellipsoidal heights

scalar value | vector | matrix | N-D array

## referenceEllipsoid.ecef2geodetic

---

Ellipsoidal heights of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the LengthUnit property of the spheroid object

### See Also

[referenceEllipsoid.geodetic2ecef](#) |  
[referenceEllipsoid.ecefOffset](#)

## Purpose

Cartesian ECEF offset between geodetic positions

## Syntax

```
[U,V,W] = ecefOffset(spheroid,lat1,lon1,h1,lat2,lon2,h2)
[U,V,W] = ecefOffset(___, angleUnit)
```

## Description

[U,V,W] = ecefOffset(spheroid,lat1,lon1,h1,lat2,lon2,h2) returns the components of the 3-D offset vector from an initial geodetic position specified by lat1,lon1,h1 to a final position specified by lat2,lon2,h2 with respect to an Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian system. Any of the six numerical arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

[U,V,W] = ecefOffset(\_\_\_, angleUnit) adds angleUnit which specifies the units of inputs lat1, lon1, lat2, and lon2.

## Input Arguments

### spheroid - Reference spheroid

scalar referenceEllipsoid | oblateSpheroid | referenceSphere object

Reference spheroid, specified as a scalar referenceEllipsoid, oblateSpheroid, or referenceSphere object.

### lat1 - Initial geodetic latitudes

scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more initial positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

### Data Types

single | double

### lon1 - Initial longitudes

scalar value | vector | matrix | N-D array

Longitudes of one or more initial positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

# referenceEllipsoid.ecefOffset

---

## Data Types

single | double

## h1 - Initial ellipsoidal heights

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more initial positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

## Data Types

single | double

## lat2 - Final geodetic latitudes

scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more final positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

## Data Types

single | double

## lon2 - Final longitudes

scalar value | vector | matrix | N-D array

Longitudes of one or more final positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

## Data Types

single | double

## h2 - Final ellipsoidal heights

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more final positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.



## Data Types

single | double

## angleUnit - Units of angles

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

## Data Types

char

## Output Arguments

### U - Offset vector x-components in ECEF system

scalar value | vector | matrix | N-D array

x-components of one or more Cartesian offset vectors in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Values equal the difference in ECEF x-coordinates between initial and final positions. Units are determined by the LengthUnit property of the spheroid object.

### V - Offset vector y-components in ECEF system

scalar value | vector | matrix | N-D array

y-components of one or more Cartesian offset vectors in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Values equal the difference in ECEF y-coordinates between initial and final positions. Units are determined by the LengthUnit property of the spheroid object.

### W - Offset vector z-components in ECEF system

scalar value | vector | matrix | N-D array

z-components of one or more Cartesian offset vectors in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Values equal the difference in ECEF z-coordinates between initial and final positions. Units are determined by the LengthUnit property of the spheroid object.

## See Also

referenceEllipsoid.geodetic2ecef |  
referenceEllipsoid.ecef2geodetic

# referenceSphere

---

**Purpose** Reference sphere

**Description** A referenceSphere object represents a sphere with a specific name and radius that you can use in map projections and other geodetic operations.

**Construction** S = referenceSphere returns a reference sphere object representing a unit sphere.

S = referenceSphere(name) returns a reference sphere object corresponding to the string, name, which specifies an approximately spherical body. The radius of the reference sphere is given in meters.

S = referenceSphere(name, lengthUnit) returns a reference sphere with radius given in the specified unit of length, lengthUnit.

## Input Arguments

### name

Name of reference sphere

One of the following values: 'unit sphere', 'earth', 'sun', 'moon', 'mercury', 'venus', 'mars', 'jupiter', 'saturn', 'uranus', 'neptune', 'pluto'. Name is case-insensitive.

**DataType:** String.

### lengthUnit

Unit of length for radius

lengthUnit can be any length unit string supported by validateLengthUnit.

**Properties** **Name**

Name of reference sphere

A string naming or describing the reference sphere.

**Default:** 'Unit Sphere'.

## **LengthUnit**

Unit of length for radius

The empty string, or any unit of length string accepted by the `validateLengthUnit` function.

**Default:** ''.

## **Radius**

Radius of sphere

**DataType:** Positive, finite scalar.

**Default:** 1.

## **SemimajorAxis**

Equatorial radius of sphere  $a = \text{Radius}$

The `SemimajorAxis` property is equal to `Radius`.

**Access:** Read only

## **SemiminorAxis**

Distance from center of sphere to pole,  $b = \text{Radius}$

Its value is equal to `Radius`.

**Access:** Read only

## **InverseFlattening**

Reciprocal of flattening,  $1/f = \text{Inf}$

The `InverseFlattening` property provides consistency with the `oblateSpheroid` class. Its value is always `Inf`.

**Access:** Read only

## **Eccentricity**

First eccentricity of sphere,  $\text{ecc} = 0$

The Eccentricity property provides consistency with the oblateSpheroid class. Its value is always 0.

**Access:** Read only

## **Flattening**

Flattening of sphere,  $f = 0$

The Flattening property provides consistency with the oblateSpheroid class. Its value is always 0.

**Access:** Read only

## **ThirdFlattening**

Third flattening of sphere,  $n = 0$

The ThirdFlattening property provides consistency with the oblateSpheroid class. Its value is always 0.

**Access:** Read only

## **MeanRadius**

Mean radius of sphere

The MeanRadius property provides consistency with the oblateSpheroid class. Its value is always equal to Radius.

**Access:** Read only

## **SurfaceArea**

Surface area of sphere

The surface area of the sphere has units consistent with the LengthUnit property. For example, if LengthUnit is 'kilometer' then SurfaceArea is in square kilometers.

**Access:** Read only

## **Volume**

Volume of sphere

The volume of the sphere has units consistent with the `LengthUnit` property. For example, if `LengthUnit` is 'kilometer' then `Volume` is in cubic kilometers.

**Access:** Read only

## Methods

|                            |                                                     |
|----------------------------|-----------------------------------------------------|
| <code>ecef2geodetic</code> | Transform geocentric (ECEF) to geodetic coordinates |
| <code>ecefOffset</code>    | Cartesian ECEF offset between geodetic positions    |
| <code>geodetic2ecef</code> | Transform geodetic to geocentric (ECEF) coordinates |

## Copy Semantics

Value. To learn how value classes affect copy operations, see Copying Objects.

## Examples

### Create a Model of Earth in Kilometers

Construct a reference sphere that models the Earth as a sphere with a radius of 6371000 meters. Note that the unit of length is meters.

```
s = referenceSphere('Earth')
```

```
s =
```

```
referenceSphere with defining properties:
```

```
    Name: 'Earth'  
 LengthUnit: 'meter'  
    Radius: 6371000
```

```
and additional properties:
```

```
    SemimajorAxis  
    SemiminorAxis
```

# referenceSphere

---

```
InverseFlattening  
Eccentricity  
Flattening  
ThirdFlattening  
MeanRadius  
SurfaceArea  
Volume
```

Switch the unit of length in the reference sphere to kilometers.

```
s.LengthUnit = 'kilometer'
```

```
s =
```

```
referenceSphere with defining properties:
```

```
    Name: 'Earth'  
LengthUnit: 'kilometer'  
    Radius: 6371
```

```
and additional properties:
```

```
SemimajorAxis  
SemiminorAxis  
InverseFlattening  
Eccentricity  
Flattening  
ThirdFlattening  
MeanRadius  
SurfaceArea  
Volume
```

Determine the surface area of the sphere in square kilometers.

```
s.SurfaceArea
```

```
ans =
```

5.1006e+08

Find the volume of the sphere in cubic kilometers.

s.Volume

ans =

1.0832e+12

## See Also

[referenceEllipsoid](#) | [validateLengthUnit](#)

# referenceSphere.geodetic2ecef

---

**Purpose** Transform geodetic to geocentric (ECEF) coordinates

**Syntax** `[X,Y,Z] = geodetic2ecef(spheroid,lat,lon,h)`  
`[X,Y,Z] = geodetic2ecef( __ , angleUnit)`

**Description** `[X,Y,Z] = geodetic2ecef(spheroid,lat,lon,h)` returns Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian coordinates corresponding to geodetic coordinates `lat`, `lon`, `h`. Any of the three numerical arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

`[X,Y,Z] = geodetic2ecef( __ , angleUnit)` adds `angleUnit` which specifies the units of inputs `lat` and `lon`.

## Input Arguments

### **spheroid - Reference spheroid**

scalar `referenceEllipsoid` | `oblateSpheroid` | `referenceSphere` object

Reference spheroid, specified as a scalar `referenceEllipsoid`, `oblateSpheroid`, or `referenceSphere` object.

### **lat - Geodetic latitudes**

scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.

### **Data Types**

single | double

### **lon - Longitudes**

scalar value | vector | matrix | N-D array

Longitudes of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument `angleUnit`, if supplied, and in degrees, otherwise.



## Data Types

single | double

## **h - Ellipsoidal heights**

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more points, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

## Data Types

single | double

## **angleUnit - Units of angles**

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

## Data Types

char

## Output Arguments

### **X - ECEF x-coordinates**

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the LengthUnit property of the spheroid object.

### **Y - ECEF y-coordinates**

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the LengthUnit property of the spheroid object.

### **Z - ECEF z-coordinates**

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D

# referenceSphere.geodetic2ecef

---

array. Units are determined by the LengthUnit property of the spheroid object.

## See Also

[referenceSphere.ecef2geodetic](#) | [referenceSphere.ecefOffset](#)

## Purpose

Transform geocentric (ECEF) to geodetic coordinates

## Syntax

```
[lat,lon,h] = ecef2geodetic(spheroid,X,Y,Z)
[lat,lon,h] = ecef2geodetic(___, angleUnit)
```

## Description

[lat,lon,h] = ecef2geodetic(spheroid,X,Y,Z) returns geodetic coordinates corresponding to coordinates X, Y, Z in an Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian system. Any of the three numerical arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.

[lat,lon,h] = ecef2geodetic(\_\_\_, angleUnit) adds angleUnit which specifies the units of outputs lat and lon.

## Input Arguments

### spheroid - Reference spheroid

scalar referenceEllipsoid | oblateSpheroid | referenceSphere object

Reference spheroid, specified as a scalar referenceEllipsoid, oblateSpheroid, or referenceSphere object.

### X - ECEF x-coordinates

scalar value | vector | matrix | N-D array

x-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

### Data Types

single | double

### Y - ECEF y-coordinates

scalar value | vector | matrix | N-D array

y-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

# referenceSphere.ecef2geodetic

---

## Data Types

single | double

## Z - ECEF z-coordinates

scalar value | vector | matrix | N-D array

z-coordinates of one or more points in the spheroid-centric ECEF system, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the `LengthUnit` property of the spheroid object.

## Data Types

single | double

## angleUnit - Units of angles

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

## Data Types

char

## Output Arguments

### lat - Geodetic latitudes

scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the closed interval [-90 90].

### lon - Longitudes

scalar value | vector | matrix | N-D array

Longitudes of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the input argument `angleUnit`, if supplied; values are in degrees, otherwise. When in degrees, they lie in the interval [-180 180].

### h - Ellipsoidal heights

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more points, returned as a scalar value, vector, matrix, or N-D array. Units are determined by the `LengthUnit` property of the `spheroid` object

**See Also**

`referenceSphere.geodetic2ecef` | `referenceSphere.ecefOffset`

# referenceSphere.ecefOffset

---

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purpose</b>         | Cartesian ECEF offset between geodetic positions                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Syntax</b>          | <code>[U,V,W] = ecefOffset(spheroid,lat1,lon1,h1,lat2,lon2,h2)</code><br><code>[U,V,W] = ecefOffset(___, angleUnit)</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Description</b>     | <p><code>[U,V,W] = ecefOffset(spheroid,lat1,lon1,h1,lat2,lon2,h2)</code> returns the components of the 3-D offset vector from an initial geodetic position specified by <code>lat1,lon1,h1</code> to a final position specified by <code>lat2,lon2,h2</code> with respect to an Earth-Centered Earth-Fixed (ECEF) spheroid-centric Cartesian system. Any of the six numerical arguments can be scalar, even when the others are nonscalar; but all nonscalar numeric arguments must match in size.</p> <p><code>[U,V,W] = ecefOffset(___, angleUnit)</code> adds <code>angleUnit</code> which specifies the units of inputs <code>lat1, lon1, lat2, and lon2</code>.</p>                                                                                                                                                                                                                                                                                                                                                               |
| <b>Input Arguments</b> | <p><b>spheroid - Reference spheroid</b><br/>scalar <code>referenceEllipsoid</code>   <code>oblateSpheroid</code>   <code>referenceSphere</code> object</p> <p>Reference spheroid, specified as a scalar <code>referenceEllipsoid</code>, <code>oblateSpheroid</code>, or <code>referenceSphere</code> object.</p> <p><b>lat1 - Initial geodetic latitudes</b><br/>scalar value   vector   matrix   N-D array</p> <p>Geodetic latitudes of one or more initial positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument <code>angleUnit</code>, if supplied, and in degrees, otherwise.</p> <p><b>Data Types</b><br/>single   double</p> <p><b>lon1 - Initial longitudes</b><br/>scalar value   vector   matrix   N-D array</p> <p>Longitudes of one or more initial positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument <code>angleUnit</code>, if supplied, and in degrees, otherwise.</p> |

## Data Types

single | double

## h1 - Initial ellipsoidal heights

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more initial positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

## Data Types

single | double

## lat2 - Final geodetic latitudes

scalar value | vector | matrix | N-D array

Geodetic latitudes of one or more final positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

## Data Types

single | double

## lon2 - Final longitudes

scalar value | vector | matrix | N-D array

Longitudes of one or more final positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the input argument angleUnit, if supplied, and in degrees, otherwise.

## Data Types

single | double

## h2 - Final ellipsoidal heights

scalar value | vector | matrix | N-D array

Ellipsoidal heights of one or more final positions, specified as a scalar value, vector, matrix, or N-D array. Values must be in units that match the LengthUnit property of the spheroid object.

# referenceSphere.ecefOffset

---

## Data Types

single | double

## angleUnit - Units of angles

'degrees' (default) | 'radians'

Units of angles, specified as 'degrees' (default), or 'radians'.

## Data Types

char

## Output Arguments

### U - Offset vector x-components in ECEF system

scalar value | vector | matrix | N-D array

x-components of one or more Cartesian offset vectors in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Values equal the difference in ECEF x-coordinates between initial and final positions. Units are determined by the LengthUnit property of the spheroid object.

### V - Offset vector y-components in ECEF system

scalar value | vector | matrix | N-D array

y-components of one or more Cartesian offset vectors in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Values equal the difference in ECEF y-coordinates between initial and final positions. Units are determined by the LengthUnit property of the spheroid object.

### W - Offset vector z-components in ECEF system

scalar value | vector | matrix | N-D array

z-components of one or more Cartesian offset vectors in the spheroid-centric ECEF system, returned as a scalar value, vector, matrix, or N-D array. Values equal the difference in ECEF z-coordinates between initial and final positions. Units are determined by the LengthUnit property of the spheroid object.

## See Also

[referenceSphere.geodetic2ecef](#) | [referenceSphere.ecef2geodetic](#)



- Purpose** Convert referencing matrix to referencing vector
- Compatibility** refmat2vec will be removed in a future release. Use refmatToGeoRasterReference instead, which will construct a geographic raster reference object.
- Syntax** refvec = refmat2vec(R,s)
- Description** refvec = refmat2vec(R,s) converts a referencing matrix, R, to the three-element referencing vector refvec. R is a 3-by-2 referencing matrix defining a two-dimensional affine transformation from pixel coordinates to spatial coordinates. s is the size of the array (data grid) that is being referenced. refvec is a 1-by-3 referencing vector having elements [cells/degree north-latitude west-longitude] with latitude and longitude limits specified in degrees.
- Examples**
- ```
% Verify the conversion of the geoid referencing vector to a  
% referencing matrix.  
load geoid;  
R = refvec2mat(geoidlegend, size(geoid));  
V = refmat2vec(R, size(geoid));
```
- See Also** makerefmat | refmatToGeoRasterReference

# refvec2mat

---

**Purpose** Convert referencing vector to referencing matrix

**Compatibility** `refvec2mat` will be removed in a future release. Use `refvecToGeoRasterReference` instead, which will construct a geographic raster reference object.

**Syntax** `R = refvec2mat(refvec,s)`

**Description** `R = refvec2mat(refvec,s)` converts a referencing vector, `refvec`, to the referencing matrix `R`. `refvec` is a 1-by-3 referencing vector having elements [cells/degree north-latitude west-longitude] with latitude and longitude limits specified in degrees. `s` is the size of the array (data grid) that is being referenced. `R` is a 3-by-2 referencing matrix defining a two-dimensional affine transformation from pixel coordinates to spatial coordinates.

**Examples**

```
% Convert the geoid referencing vector to a referencing matrix
load geoid;
R = refvec2mat(geoidlegend, size(geoid));
```

**See Also** `makerefmat` | `refvecToGeoRasterReference`

<b>Purpose</b>	Referencing matrix to geographic raster reference object
<b>Syntax</b>	<pre>R = refmatToGeoRasterReference(refmat,rasterSize) R = refmatToGeoRasterReference( ____,rasterInterpretation) R = refmatToGeoRasterReference( ____,funcName,varName,argIndex) R = refmatToGeoRasterReference(Rin,rasterSize, ____)</pre>
<b>Description</b>	<p>R = refmatToGeoRasterReference(refmat,rasterSize) constructs a cell-oriented geographic raster reference object, R, from a referencing matrix, refmat, and a size vector, rasterSize.</p> <p>R = refmatToGeoRasterReference( ____,rasterInterpretation) uses the rasterInterpretation input to determine which type of geographic raster reference object to construct. The rasterInterpretation input indicates basic geometric nature of the raster, and can equal either 'cells' or 'postings'.</p> <p>R = refmatToGeoRasterReference( ____,funcName,varName,argIndex) uses up to three optional arguments to provide additional information. This information is used to construct error messages if either the refmat or rasterSize inputs turn out to be invalid. Thus, you can use refmatToGeoRasterReference for both validating and converting a referencing matrix. The optional inputs work just like their counterparts in the MATLAB function validateattributes.</p> <p>R = refmatToGeoRasterReference(Rin,rasterSize, ____) verifies that size of the geographic raster reference object, Rin is consistent with the size specified by rasterSize, and then copies Rin to R. refmatToGeoRasterReference gets size information from the Rin.RasterSize property.</p>
<b>Input Arguments</b>	<p><b>refmat</b></p> <p>Any valid referencing matrix. The matrix must lead to valid latitude and longitude limits when combined with rasterSize, and the matrix</p>

# refmatToGeoRasterReference

---

columns and rows must be aligned with meridians and parallels, respectively.

## **rasterSize**

Size vector [M N ...] specifying the number of rows (M) and columns (N) in the raster or image to be associated with the geographic raster reference object, R. For convenience, `rasterSize` may be a row vector with more than two elements. This flexibility allows you to specify the size in the following way:

```
R = refmatToGeoRasterReference(refmat, size(RGB))
```

where `RGB` is  $M$ -by- $N$ -by-3. However, in such cases, only the first two elements of the size vector are actually used. The higher (non-spatial) dimensions are ignored.

## **rasterInterpretation**

Text string that indicates basic geometric nature of the raster, either 'cells' or 'postings'.

## **funcName**

String that specifies the name used in the formatted error message to identify the function checking the input.

## **varName**

String that specifies the name used in the formatted error message to identify the referencing matrix.

## **argIndex**

Positive integer that indicates the position of the referencing matrix checked in the function argument list. `refmatToGeoRasterReference` includes this information in the formatted error message.

## **Rin**

Geographic raster reference object.

## Output Arguments

**R**

Geographic raster reference object.

## Examples

Convert a referencing matrix to a geographic raster reference object:

```
% Construct a referencing matrix for a regular grid that covers the  
% entire globe with 1-degree cells.
```

```
rasterSize = [180 360];
```

```
refmat = makerefmat( ...
```

```
    'RasterSize', rasterSize, 'Latlim', [-90 90], ...
```

```
    'Lonlim', [0 360])
```

```
% Convert to a geographic raster reference object.
```

```
R = refmatToGeoRasterReference(refmat, rasterSize)
```

```
% For comparison, construct a referencing object directly.
```

```
georasterref( ...
```

```
    'RasterSize', rasterSize, 'Latlim', [-90 90], 'Lonlim', [0 360])
```

## See Also

[georasterref](#) | [refvecToGeoRasterReference](#) |  
[map.rasterref.GeographicRasterReference](#)

# refmatToMapRasterReference

---

**Purpose** Referencing matrix to map raster reference object

**Syntax**

```
R = refmatToMapRasterReference(refmat,rasterSize)
R = refmatToMapRasterReference( ___,rasterInterpretation)
R = refmatToMapRasterReference( ___,func_name,
var_name, arg_pos)
R = refmatToMapRasterReference(Rin,rasterSize, ___)
```

**Description** `R = refmatToMapRasterReference(refmat,rasterSize)` constructs a map raster reference object, `R`, from a referencing matrix, `refmat`, and a size vector, `rasterSize`.

`R = refmatToMapRasterReference( ___,rasterInterpretation)` uses the `rasterInterpretation` input to determine which type of map raster reference object to construct. The `rasterInterpretation` input indicates basic geometric nature of the raster, and can equal either 'cells' or 'postings'.

`R = refmatToMapRasterReference( ___,func_name, var_name, arg_pos)` uses up to three optional arguments to provide additional information. This information is used to construct error messages if either the `refmat` or `rasterSize` inputs turn out to be invalid. Thus, you can use `refmatToMapRasterReference` for both validating and converting a referencing matrix. The optional inputs work just like their counterparts in the MATLAB function `validateattributes`.

`R = refmatToMapRasterReference(Rin,rasterSize, ___)` verifies that `Rin.RasterSize` is consistent with `rasterSize`, then copies `Rin` to `R`.

## Input Arguments

**refmat**  
Referencing matrix

**rasterSize**  
Size vector [`M N ...`] specifying the number of rows ( $M$ ) and columns ( $N$ ) in the raster or image to be associated with the `MapRasterReference` object, `R`. For convenience, `rasterSize` may be a row vector with more

than two elements. This flexibility allows you to specify the size in the following way:

```
R = refmatToMapRasterReference(refmat, size(RGB))
```

where `RGB` is  $M$ -by- $N$ -by-3. However, in such cases, only the first two elements of the size vector are actually used. The higher (non-spatial) dimensions are ignored.

### **rasterInterpretation**

Text string that specifies basic geometric nature of the raster, either 'cells' or 'postings'.

### **func\_name**

String that specifies the name used in the formatted error message to identify the function checking the input.

### **var\_name**

String that specifies the name used in the formatted error message to identify the referencing matrix.

### **arg\_pos**

Positive integer that indicates the position of the referencing matrix checked in the function argument list. `refmatToMapRasterReference` includes this information in the formatted error message.

### **Rin**

Map raster reference object.

## **Output Arguments**

### **R**

Map raster reference object.

## **Examples**

Convert a referencing matrix manually versus using the `maprasterref` function.

# refmatToMapRasterReference

---

```
% Import a referencing matrix from a world file for a
% 2000-by-2000 orthoimage referenced to the Massachusetts
% State Plane Mainland coordinate system.
refmat = worldfileread('concord_ortho_e.tfw')

% Import the corresponding TIFF image and use its size to
% help convert the referencing matrix to a referencing object.
[X, cmap] = imread('concord_ortho_e.tif');
R = refmatToMapRasterReference(refmat, size(X))

% Use the mapbbox function to obtain the map limits independently
% of the referencing object.
bbox = mapbbox(refmat, size(X))
xLimWorld = bbox(:,1)'; % Transpose the first column
yLimWorld = bbox(:,2)'; % Transpose the second column

% Construct a referencing object directly, for comparison.
maprasterref('RasterSize', size(X), 'ColumnsStartFrom', 'north', ...
    'XLimWorld', xLimWorld, 'YLimWorld', yLimWorld)
```

## See Also

maprasterref | refmatToGeoRasterReference |  
map.rasterref.MapRasterReference



**Purpose**

Convert referencing matrix to world file matrix

**Syntax**

```
W = refmatToWorldFileMatrix(refmat)
```

**Description**

`W = refmatToWorldFileMatrix(refmat)` converts the 3-by-2 referencing matrix `refmat` to a 2-by-3 world file matrix `W`.

For a definition of a referencing matrix, see `makerefmat`.

For a definition of a world file matrix, see the `worldFileMatrix` method of the `map.rasterref` reference and geographic raster reference classes.

**See Also**

```
worldFileMatrixToRefmat | makerefmat |  
map.rasterref.GeographicRasterReference |  
map.rasterref.MapRasterReference
```

# refvecToGeoRasterReference

---

## Purpose

Referencing vector to geographic raster reference object

## Syntax

```
R = refvecToGeoRasterReference(refvec,rasterSize)
R =
refvecToGeoRasterReference(refvec,rasterSize,funcName,varName,
    argIndex)
R = refvecToGeoRasterReference(Rin,rasterSize, ___ )
```

## Description

`R = refvecToGeoRasterReference(refvec,rasterSize)` constructs a geographic raster reference object, `R`, from a referencing vector, `refvec`, and a size vector, `rasterSize`.

`R = refvecToGeoRasterReference(refvec,rasterSize,funcName,varName,argIndex)` uses up to three optional arguments to provide additional information. This information is used to construct error messages if either the `refvec` or `rasterSize` inputs turn out to be invalid. Thus, you can use `refvecToGeoRasterReference` for both validating and converting a referencing vector. The optional inputs work just like their counterparts in the MATLAB function `validateattributes`.

`R = refvecToGeoRasterReference(Rin,rasterSize, ___ )` verifies that `Rin.RasterSize` is consistent with `rasterSize`, then copies `Rin` to `R`.

## Input Arguments

### **refvec**

Any valid 1-by-3 referencing vector, as long as the cell size `1/refvec(1)`, northwest corner latitude `refvec(2)`, and northwest corner longitude `refvec(3)` lead to valid latitude and longitude limits when combined with the `rasterSize` vector.

### **rasterSize**

Size vector `[M N ...]` specifying the number of rows (`M`) and columns (`N`) in the raster or image to be associated with the `GeoRasterReference` object, `R`.

**funcName**

String that specifies the name used in the formatted error message to identify the function checking the input.

**varName**

String that specifies the name used in the formatted error message to identify the referencing vector.

**argIndex**

Positive integer that indicates the position of the referencing vector checked in the function argument list. `refvecToGeoRasterReference` includes this information in the formatted error message.

**Rin**

Geographic raster reference object.

**Output Arguments****R**

Geographic raster reference object.

**Examples**

Convert a referencing vector manually versus using the `georasterref` function.

```
% Construct a referencing vector for a regular 180-by-240 grid
% covering an area that includes the Korean Peninsula, with 12 cells
% per degree.
refvec = [12 45 115];

% Convert to a geographic raster reference object:
rasterSize = [180 240];
R = refvecToGeoRasterReference(refvec, rasterSize)

% For comparison, construct a referencing object directly:
[latlim, lonlim] = limitm(zeros(rasterSize), refvec);
georasterref('RasterSize', rasterSize, 'Latlim', latlim, ...
```

# refvecToGeoRasterReference

---

```
'Lonlim', lonlim)
```

## See Also

[georasterref](#) | [refmatToGeoRasterReference](#) |  
[map.rasterref.GeographicRasterReference](#)

## Purpose

Clean up NaN separators in polygons and lines

## Syntax

```
[xdata, ydata] = removeExtraNaNSeparators(xdata,ydata)
[xdata, ydata, zdata] = removeExtraNaNSeparators(xdata,ydata,zdata)
```

## Description

[xdata, ydata] = removeExtraNaNSeparators(xdata,ydata) removes NaNs from the vectors xdata and ydata, leaving only isolated NaN separators. If present, one or more leading NaNs are removed entirely. If present, a single trailing NaN is preserved. NaNs are removed, but never added, so if the input lacks a trailing NaN, so will the output. xdata and ydata must match in size and have identical NaN locations.

```
[xdata, ydata, zdata] =
removeExtraNaNSeparators(xdata,ydata,zdata) removes NaNs
from the vectors xdata, ydata, and zdata, leaving only isolated NaN
separators and optionally, if consistent with the input, a single
trailing NaN.
```

## Examples

```
xin = [NaN NaN 1:3 NaN 4:5 NaN NaN NaN 6:9 NaN NaN];
yin = xin;
[xout, yout] = removeExtraNaNSeparators(xin, yin);
xout
```

```
xout =
     1     2     3   NaN     4     5   NaN     6     7     8     9   NaN
```

```
xin = [NaN 1:3 NaN NaN 4:5 NaN NaN NaN 6:9]'
yin = xin;
zin = xin;
[xout, yout, zout] = removeExtraNaNSeparators(xin, yin, zin);
xout
```

```
xout =
     1
     2
     3
   NaN
```

# removeExtraNaNSeparators

---

4  
5  
NaN  
6  
7  
8  
9

**Purpose**            Resize regular data grid

**Syntax**

```
Z = resizing(Z1,scale)
Z = resizing(Z1,[numrows numcols])
[Z,R] = resizing(Z1,scale,R1)
[Z,R] = resizing(Z1,[numrows numcols],R1)
[...] = resizing(..., method)
```

**Description**

`Z = resizing(Z1,scale)` returns a regular data grid `Z` that is `scale` times the size of the input, `Z1`. `resizing` uses interpolation to resample to a new sample density/cell size. If `scale` is between 0 and 1, the size of `Z` is smaller than the size of `Z1`. If `scale` is greater than 1, the size of `Z` is larger. For example, if `scale` is 0.5, the number of rows and the number of columns will be halved. By default, `resizing` uses nearest neighbor interpolation.

`Z = resizing(Z1,[numrows numcols])` resizes `Z1` to have `numrows` rows and `numcols` columns. `numrows` and `numcols` must be positive whole numbers.

`[Z,R] = resizing(Z1,scale,R1)` or `[Z,R] = resizing(Z1,[numrows numcols],R1)` resizes a regular data grid that is spatially referenced by `R1`. `R1` can be a referencing vector, a referencing matrix, or a geographic raster reference object.

If `R1` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z1)` and its `RasterInterpretation` must be 'cells'.

If `R1` is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If `R1` is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to/from geographic coordinates according to:

```
[lon lat] = [row col 1] * R1
```

# resizem

---

If **R1** is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. The output **R** will be the same type as **R1** (referencing object, vector, or matrix). If **R1** is a referencing vector, the form `[numrows numcols]` is not supported and `scale` must be a scalar resizing factor.

`[...] = resizing(..., method)` resizes a regular data grid using one of the following three interpolation methods:

Method	Description
'nearest'	nearest neighbor interpolation (default)
'bilinear'	bilinear interpolation
'bicubic'	bicubic interpolation

If the grid size is being reduced (`scale` is less than 1 or `[numrows numcols]` is less than the size of the input grid) and `method` is 'bilinear' or 'bicubic', `resizing` applies a low-pass filter before interpolation, to reduce aliasing. The default filter size is 11-by-11. You can specify a different length for the default filter using:

```
[...] = resizing(..., method, n)
```

`n` is an integer scalar specifying the size of the filter, which is `n`-by-`n`. If `n` is 0 or `method` is 'nearest', `resizing` omits the filtering step. You can also specify your own filter `h` using:

```
[...] = resizing(..., method, h)
```

`h` is any two-dimensional FIR filter (such as those returned by Image Processing Toolbox functions `ftrans2`, `fwind1`, `fwind2`, or `fsamp2`). If `H` is specified, filtering is applied even when `method` is 'nearest'.

## Examples

Double the size of a grid then reduce it using different methods:

```
Z = [1 2; 3 4]
```



```

Z =
    1  2
    3  4

neargrid = resizing(Z,2)

neargrid =
    1  1  2  2
    1  1  2  2
    3  3  4  4
    3  3  4  4

bilingrid = resizing(Z,2,'bilinear')

bilingrid =
    1.0000    1.3333    1.6667    2.0000
    1.6667    2.0000    2.3333    2.6667
    2.3333    2.6667    3.0000    3.3333
    3.0000    3.3333    3.6667    4.0000

bicubgrid = resizing(bilingrid,[3 2],'bicubic')

bicubgrid =
    0.7406    1.2994
    1.6616    2.3462
    1.9718    2.5306

```

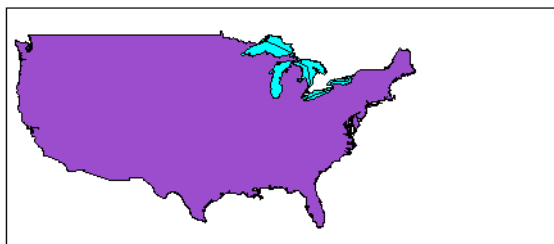
**See Also**

filter2

- Purpose** Restack objects within map axes
- Compatibility** restack will be removed in a future release. Use uistack instead.
- Syntax** `restack(h,position)`
- Description** `restack(h,position)` changes the stacking position of the object `h` within the axes. `h` can be a handle, a vector of handles to graphics objects, or a name string recognized by `handlem`. Recognized *position* strings are 'top', 'bottom', 'bot', 'up', or 'down'.

**Examples** Restack the great lakes to lie on top of conus:

```
figure; axesm miller
load conus
h = geoshow(gtlakelat, gtlakelon,...
    'DisplayType', 'polygon', 'FaceColor', 'cyan');
geoshow(uslat, uslon,...
    'DisplayType', 'polygon', 'FaceColor', [0.6 0.3 0.8])
% The great lakes were plotted first but need to be on top
% Cast handle to great lakes object to double in call to RESTACK
restack(double(h),'top')
```



**Tips** This function is the command line equivalent of the stacking buttons in the `mobjects` graphical user interface. The stacking order is the order of the children of the axes.

**See Also**      mobjects

**Purpose** Intersection points for pairs of rhumb lines

**Syntax** `[newlat,newlong] = rhxrh(lat1,lon1,az1,lat2,lon2,az2)`  
`[newlat,newlon] = rhxrh(lat1,lon1,az1,lat2,lon2,az2,units)`

**Description** `[newlat,newlong] = rhxrh(lat1,lon1,az1,lat2,lon2,az2)` returns in `newlat` and `newlon` the location of the intersection point for each pair of rhumb lines input in *rhumb line notation*. For example, the first line in the pair passes through the point (lat1,lon1) and has a constant azimuth of az1. When the two rhumb lines are identical or do not intersect (conditions that are not, in general, apparent by inspection), two NaNs are returned instead and a warning is displayed. The inputs must be column vectors.

`[newlat,newlon] = rhxrh(lat1,lon1,az1,lat2,lon2,az2,units)` specifies the units used, where *units* is any valid units string. The default units are 'degrees'.

For any pair of rhumb lines, there are three possible intersection conditions: the lines are identical, they intersect once, or they do not intersect at all (except at the poles, where all nonequatorial rhumb lines meet—this is not considered an intersection). `rhxrh` does not allow multiple rhumb line intersections, although it is possible to construct cases in which such a condition occurs. See the following discussion of Limitations.

*Rhumb line notation* consists of a point on the line and the constant azimuth of the line.

**Examples** Given a starting point at (10°N,56°W), a plane maintains a constant heading of 35°. Another plane starts at (0°,10°W) and proceeds at a constant heading of 310° (−50°). Where would their two paths cross each other?

```
[newlat,newlong] = rhxrh(10,-56,35,0,-10,310)
```

```
newlat =  
    26.9774
```

```
newlong =  
-43.4088
```

## Limitations

Rhumb lines are specifically helpful in navigation because they represent lines of constant heading, whereas great circles have, in general, continuously changing heading. In fact, the Mercator projection was originally designed so that rhumb lines plot as straight lines, which facilitates both manual plotting with a straightedge and numerical calculations using a Cartesian planar representation. When a rhumb line proceeds off the left or right *edge* of this representation at some latitude, it reappears on the other edge at the same latitude and continues on the same slope. For rhumb lines where this occurs—for example, one with a heading of  $85^\circ$ —it is easy to imagine another rhumb line, say one with a heading of  $0^\circ$ , repeatedly intersecting the first. The real-world uses of rhumb lines make this merely an intellectual exercise, however, for in practice it is always clear which *crossing* line segment is relevant. The function `rhxrh` returns at most one intersection, selecting in each case that line segment containing the input starting point for its computation.

## See Also

`gcxgc` | `gcxsc` | `scxsc` | `crossfix` | `polyxpoly` | `navfix`

# rootlayr

---

**Purpose** Construct cell array of workspace variables for `mlayers` tool

**Compatibility** `rootlayr` will be removed in a future release.

**Syntax** `rootlayr`

**Description** `rootlayr` allows the `mlayers` tool to be used with workspace variables. It constructs a cell array that contains all the structure variables in the current workspace. This cell array is returned in the variable `ans`, which can then be an input to `mlayers`. If there is an existing variable named `ans`, it is overwritten.

The recommended calling procedure is `rootlayr;mlayers(ans)`;

**Examples** `rootlayr` creates a cell array named `ans`, consisting of the three structure variables in the following workspace.

```
whos
  Name           Size           Bytes   Class
  borders        1x1             38390   struct array
  lats           2345x1          18760   double array
  lons           2345x1          18760   double array
  nation         1x1             70224   struct array
  states         1x51           254970   struct array
```

```
rootlayr
ans
ans =
  [1x1 struct]    'borders'
  [1x1 struct]    'nation'
  [1x51 struct]   'states'
```

The function `mlayers(ans)` can now be used to activate the `mlayers` tool for the structures contained in `ans`.

**See Also** `mlayers`

**Purpose**

Transform vector map data to new origin and orientation

**Syntax**

```
[lat1,lon1] = rotatem(lat,lon,origin,'forward')
[lat1,lon1] = rotatem(lat,lon,origin,'inverse')
[lat1,lon1] = rotatem(lat,lon,origin,'forward',units)
[lat1,lon1] = rotatem(lat,lon,origin,'forward',units)
```

**Description**

[lat1,lon1] = rotatem(lat,lon,origin,'forward') transforms latitude and longitude data (lat and lon) to their new coordinates (lat1 and lon1) in a coordinate system resulting from Euler angle rotations as specified by origin. The input origin is a three- (or two-) element vector having the form [latitude longitude orientation]. The latitude and longitude are the coordinates of the point in the original system, which is the center of the output system. The orientation is the azimuth from the new origin point to the original North Pole in the new system. If origin has only two elements, the orientation is assumed to be 0°. This origin vector might be the output of putpole or newpole.

[lat1,lon1] = rotatem(lat,lon,origin,'inverse') transforms latitude and longitude data (lat and lon) in a coordinate system *that has been transformed* by Euler angle rotations specified by origin to their coordinates (lat1 and lon1) in the coordinate system *from which they were originally transformed*. In a sense, this *undoes* the 'forward' process. Be warned, however, that if data is rotated forward and then inverted, the final data might not be identical to the original. This is because of roundoff and *data collapse* at the original and intermediate singularities (the poles).

[lat1,lon1] = rotatem(lat,lon,origin,'forward',units) and [lat1,lon1] = rotatem(lat,lon,origin,'forward',units) specify the angle units of the data, where *units* is any recognized angle units string. The default is 'radians'. Note that this default is different from that of most functions.

The rotatem function transforms vector map data to a new coordinate system.

An analytical use of the new data can be realized in conjunction with the newpole function. If a selected point is made the *north pole* of

# rotatem

---

the new system, then when new vector data is created with `rotatem`, the distance of every data point from this new north pole is its new colatitude ( $90^\circ$  minus latitude). The absolute difference in the great circle azimuths between every pair of points from their new *pole* is the same as the difference in their new longitudes.

## Examples

What are the coordinates of Rio de Janeiro ( $23^\circ\text{S}, 43^\circ\text{W}$ ) in a coordinate system in which New York ( $41^\circ\text{N}, 74^\circ\text{W}$ ) is made the North Pole? Use the `newpole` function to get the origin vector associated with putting New York at the pole:

```
nylat = 41; nylon = -74;
riolat = -23; riolon = -43;
origin = newpole(nylat, nylon);
[riolat1, riolon1] = rotatem(riolat, riolon, origin, ...
                            'forward', 'degrees')
```

```
riolat1 =
    19.8247
riolon1 =
   -149.7375
```

What does this mean? For one thing, the colatitude of Rio in this new system is its distance from New York. Compare the distance between the original points and the new colatitude:

```
dist = distance(nylat, nylon, riolat, riolon)

dist =
    70.1753

90-riolat1

ans =
    70.1753
```

## See Also

`neworig` | `newpole` | `org2pol` | `putpole`



**Purpose**

Rotate text to projected graticule

**Syntax**

```
rotatetext
rotatetext(objects)
rotatetext(objects, 'inverse')
```

**Description**

`rotatetext` rotates displayed text objects to account for the curvature of the graticule. The objects are selected interactively from a graphical user interface.

`rotatetext(objects)` rotates the selected objects. `objects` can be a name string recognized by `handlem` or a vector of handles to displayed text objects.

`rotatetext(objects, 'inverse')` removes the rotation added by an earlier use of `rotatetext`. If omitted, 'forward' is assumed.

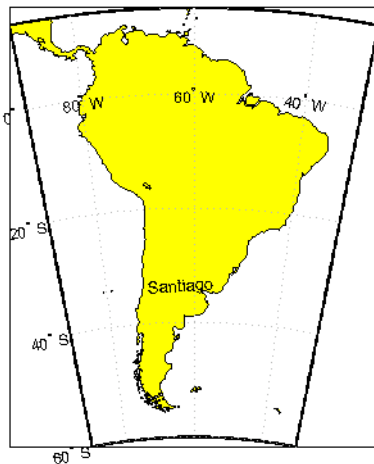
**Examples**

Add text to a map and rotate the text to the graticule.

```
figure
worldmap('south america')
geoshow('landareas.shp', 'facecolor', 'yellow')
cities = shaperead('worldcities.shp', 'UseGeoCoords', true);
Santiago = strcmp('Santiago', {cities(:).Name});
h=textm(cities(Santiago).Lat, cities(Santiago).Lon, ...
        'Santiago');
rotatetext(h)
```

## rotatetext

---



### Tips

You can rotate meridian and parallel labels automatically by setting the map axes LabelRotation property to 'on'.

### See Also

[vfwdtran](#) | [vinvtran](#)

**Purpose** Round to multiple of  $10^n$

**Syntax** `roundn(x,n)`

**Description** `roundn(x,n)` rounds each element of `x` to the nearest multiple of  $10^n$ . The variable `n` must be scalar, and integer-valued. For complex `x`, the imaginary and real parts are rounded independently. For `n = 0`, `roundn` gives the same result as `round`. That is, `roundn(x,0) == round(x)`.

**Examples** Round pi to the nearest hundredth:

```
roundn(pi, -2)
```

```
ans =
```

```
3.1400
```

Round the equatorial radius of the Earth, 6378137 meters, to the nearest kilometer:

```
roundn(6378137, 3)
```

```
ans =
```

```
6378000
```

**See Also** `round`

# rsphere

---

## Purpose

Radii of auxiliary spheres

## Syntax

```
r = rsphere('biaxial',ellipsoid)
r = rsphere('biaxial',ellipsoid,method)
r = rsphere('triaxial',ellipsoid)
r = rsphere('triaxial',ellipsoid,method)
r = rsphere('eqavol',ellipsoid)
r = rsphere('authalic',ellipsoid)
r = rsphere('rectifying',ellipsoid)
r = rsphere('curve',ellipsoid,lat)
r = rsphere('curve',ellipsoid,lat,method)
r = rsphere('euler',lat1,lon1,lat2,lon2,ellipsoid)
r = rsphere('curve', ..., angleUnits)
r = rsphere(`euler`, ..., angleUnits)
```

## Description

`r = rsphere('biaxial',ellipsoid)` computes the arithmetic mean i.e.,  $(a+b)/2$  where  $a$  and  $b$  are the semimajor and semiminor axes of the specified ellipsoid. `ellipsoid` is a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form `[semimajor_axis eccentricity]`.

`r = rsphere('biaxial',ellipsoid,method)` computes the arithmetic mean if the string `method` is 'mean' and the geometric mean,  $\sqrt{a*b}$ , if `method` is 'norm'.

`r = rsphere('triaxial',ellipsoid)` computes the triaxial arithmetic mean of the semimajor axes,  $a$ , and semiminor axes,  $b$  of the ellipsoid,  $(2*a+b)/3$ .

`r = rsphere('triaxial',ellipsoid,method)` computes the arithmetic mean if the string `method` is 'mean' and the triaxial geometric mean,  $(a^2*b)^{(1/3)}$ , if `method` is 'norm'.

`r = rsphere('eqavol',ellipsoid)` returns the radius of a sphere with a volume equal to that of the ellipsoid.

`r = rsphere('authalic',ellipsoid)` returns the radius of a sphere with a surface area equal to that of the ellipsoid.

`r = rsphere('rectifying',ellipsoid)` returns the radius of a sphere with meridional distances equal to those of the ellipsoid.

`r = rsphere('curve',ellipsoid,lat)` computes the arithmetic mean of the transverse and meridional radii of curvature at the latitude, `lat`. `lat` is in degrees.

`r = rsphere('curve',ellipsoid,lat,method)` computes an arithmetic mean if the string '*method*' is `'mean'` and a geometric mean if '*method*' is `'norm'`.

`r = rsphere('euler',lat1,lon1,lat2,lon2,ellipsoid)` computes the Euler radius of curvature at the midpoint of the geodesic arc defined by the endpoints (`lat1,lon1`) and (`lat2,lon2`). `lat1`, `lon1`, `lat2`, and `lon2` are in degrees.

`r = rsphere('curve', ..., angleUnits)` and `r = rsphere('euler', ..., angleUnits)` use the *angleUnits* string to specify the units of the latitude and longitude inputs. *angleUnits* can be `'degrees'` or `'radians'`.

## Examples

Different criteria result in different spheres:

```
r = rsphere('biaxial',referenceEllipsoid('earth','km'))
```

```
r =  
    6.3674e+03
```

```
r = rsphere('triaxial',referenceEllipsoid('earth','km'))
```

```
r =  
    6.3710e+03
```

```
r = rsphere('curve',referenceEllipsoid('earth','km'))
```

```
r =  
    6.3781e+03
```

## See Also

`rcurve`

# satbath

---

## Purpose

Read 2-minute terrain/bathymetry from Smith and Sandwell

## Syntax

```
[latgrat, longrat, z] = satbath
[latgrat, longrat, z] = satbath(scalefactor)
[latgrat, longrat, z] = satbath(scalefactor, latlim, lonlim)
[latgrat, longrat, z] = satbath(scalefactor, latlim, lonlim, gsize)
```

## Description

`[latgrat, longrat, z] = satbath` reads the global topography file for the entire world (`topo_8.2.img`), returning every 50<sup>th</sup> point. The result is returned as a geolocated data grid. If you use a different version of the global topography file, you need to rename it to “`topo_8.2.img`”. If the file is not found on the MATLAB path, a dialog opens to request the file.

`[latgrat, longrat, z] = satbath(scalefactor)` returns the data for the entire world, subsampled by the integer `scalefactor`. A `scalefactor` of 10 returns every 10th point. The matrix at full resolution has 6336 by 10800 points.

`[latgrat, longrat, z] = satbath(scalefactor, latlim, lonlim)` returns data for the specified region. The returned data extends slightly beyond the requested area. If omitted, the entire area covered by the data file is returned. The limits are two-element vectors in units of degrees, with `latlim` in the range `[-90 90]` and `lonlim` in the range `[-180 180]`.

`[latgrat, longrat, z] = satbath(scalefactor, latlim, lonlim, gsize)` controls the size of the graticule matrices. `gsize` is a two-element vector containing the number of rows and columns desired. If omitted, a graticule the size of the data grid is returned.

## Background

This is a global bathymetric model derived from ship soundings and satellite altimetry by W.H.F. Smith and D.T. Sandwell. The model was developed by iteratively adjusting gravity anomaly data from Geosat and ERS-1 against historical track line soundings. This technique takes advantage of the fact that gravity mirrors the large variations in the ocean floor as small variations in the height of the ocean’s surface. The computational procedure uses the ship track line data to

calibrate the scaling between the observed surface undulations and the inferred bathymetry. Land elevations are reduced-resolution versions of GTOPO30 data.

## Tips

Land elevations are given in meters above mean sea level. The data is stored in a Mercator projection grid. As a result, spatial resolution varies with latitude. The grid spacing is 2 minutes (about 4 kilometers) at the equator.

This data is available over the Internet, but subject to copyright. The data file is binary, and should be transferred with no line-ending conversion or byte swapping. This function carries out any byte swapping that might be required. The data requires about 133 MB uncompressed.

The data and documentation are available over the Internet via http and anonymous ftp. Download the latest version of file `topo_x.2.img`, where `x` is the version number, and rename it `topo_8.w.img` for compatibility with the `satbath` function.

`satbath` returns a geolocated data grid rather than a regular data grid and a referencing vector or matrix. This is because the data is in a Mercator projection, with columns evenly spaced in longitude, but with decreasing spacing for rows at higher latitudes. Referencing vectors and matrices assume that the number of cells per degrees of latitude and longitude are both constant across a data grid.

---

**Note** For details on locating map data for download over the Internet, see the following documentation at the MathWorks Web site: “Finding Geospatial Data”.

---

## Examples

Read the data for the Falklands Islands (Islas Malvinas) at full resolution.

```
[latgrat,longrat,mat] = satbath(1,[-55 -50],[-65 -55]);  
whos
```

# satbath

---

Name	Size	Bytes	Class
latgrat	247x301	594776	double array
longrat	247x301	594776	double array
mat	247x301	594776	double array

## See Also

[tbase](#) | [gtopo30](#) | [egm96geoid](#)



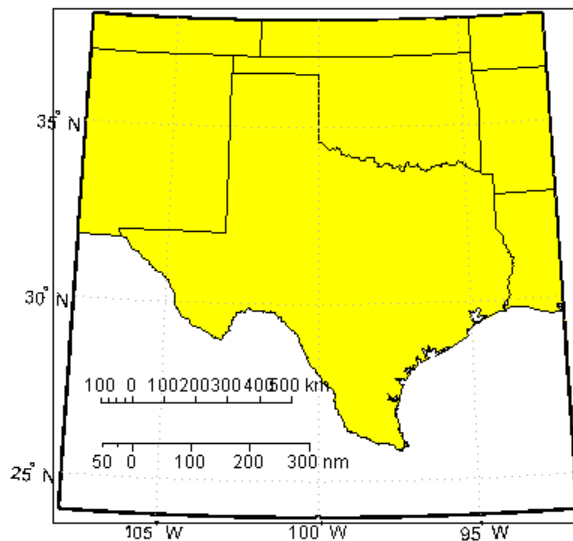
---

<b>Purpose</b>	Add or modify graphic scale on map axes
<b>Syntax</b>	<pre>scaleruler scaleruler on scaleruler off scaleruler(<i>property</i>,<i>value</i>,...) h = scaleruler(...)</pre>
<b>Description</b>	<p>scaleruler toggles the display of a graphic scale. If no graphic scale is currently displayed in the current map axes, one is added. If any graphic scales are currently displayed, they are removed.</p> <p>scaleruler on adds a graphic scale to the current map axes. Multiple graphic scales can be added to the same map axes.</p> <p>scaleruler off removes any currently displayed graphic scales.</p> <p>scaleruler(<i>property</i>,<i>value</i>,...) adds a graphic scale and sets the properties to the values specified. You can display a list of graphic scale properties using the command <code>setm(h)</code>, where <code>h</code> is the handle to a graphic scale object. The current values for a displayed graphic scale object can be retrieved using <code>getm</code>. The properties of a displayed graphic scale object can be modified using <code>setm</code>.</p> <p><code>h = scaleruler(...)</code> returns the <code>hggroup</code> handle to the graphic scale object.</p>
<b>Background</b>	Cartographers often add graphic elements to the map to indicate its scale. Perhaps the most commonly used is the graphic scale, a ruler-like object that shows distances on the ground at the correct size for the projection.
<b>Examples</b>	<p>Create a map, add a graphic scale with the default settings, and shift it up a bit. Add a second scale showing nautical miles, and change the tick marks and direction.</p> <pre>figure usamap('Texas')</pre>

# scaleruler

---

```
geoshow('usastatelo.shp', 'FaceColor', [0.9 0.9 0])
scaleruler on
setm(handlem('scaleruler1'), ...
      'XLoc', -6.2e5, 'YLoc', 3.1e6, ...
      'MajorTick', 0:200:600)
scaleruler('units', 'nm')
setm(handlem('scaleruler2'), ...
      'YLoc', 3.0e6, ...
      'MajorTick', 0:100:300, ...
      'MinorTick', 0:25:50, ...
      'TickDir', 'down', ...
      'MajorTickLength', km2nm(25), ...
      'MinorTickLength', km2nm(12.5))
```



## Tips

You can reposition graphic scale objects by dragging them with the mouse. You can also change their positions by modifying the XLoc and YLoc properties using setm.

Modifying the properties of the graphic scale results in the replacement of the original object (dragging a scaleruler, however, does not replace it). For this reason, handles to the graphic scale object will change. Use `handlem('scaleruler')` to get a list of the current handles to all graphic scale objects. Use `handlem('scalerulerN')`, where N is an integer, to get the handle to a particular graphic scale. Use `namem` to see the names of existing graphic scale objects. The name of a graphic scale object is also stored in the read-only 'Children' property, which is accessed using `getm`.

Use `scaleruler off`, `clmo scaleruler`, or `clmo scalerulerN` to remove the scale rulers. You can also remove a graphic scale object with `delete(h)`, or `delete(handlem('scalerulerN'))`, where N is the corresponding integer.

## Object Properties

### Properties That Control Appearance

#### Color

`ColorSpec {no default}`

*Color of the displayed graphic scale* — Controls the color of the graphic scale lines and text. You can specify a color using a vector of RGB values or one of the MATLAB predefined names. By default, the graphic scale is displayed in black ([0 0 0]).

#### FontAngle

`{normal} | italic | oblique`

*Angle of the graphic scale label text* — Controls the appearance of the graphic scale text components. Use any MATLAB font angle string.

#### FontName

`courier | {helvetica} | symbol | times`

*Font family name for all graphic scale labels* — Sets the font for all displayed graphic scale labels. To display and print properly FontName must be a font that your system supports.

# scaleruler

---

## FontSize

scalar in units specified in FontUnits {9}

*Font size* — Specifies the font size to use for all displayed graphic scale labels, in units specified by the FontUnits property. The default point size is 9.

## FontUnits

inches | centimeters | normalized | {points} | pixels

*Units used to interpret the FontSize property* — When set to normalized, the toolbox interprets the value of FontSize as a fraction of the height of the axes. For example, a normalized FontSize of 0.16 sets the text characters to a font whose height is one-tenth of the axes' height. The default units, points, are equal to 1/72 of an inch.

## FontWeight

light | {normal} | demi | bold

*Select bold or normal font* — The character weight for all displayed graphic scale labels.

## Label

string

*Label text for the graphic scale* — Contains a string used to label the graphic scale. The text is displayed centered on the scale. The label is often used to indicate the scale of the map, for example “1:50,000,000.”

## LineWidth

scalar {0.5}

*Graphic scale line width* — Sets the line width of the displayed scale. The value is a scalar representing points, which is 0.5 by default.

MajorTick  
vector

*Graphic scale major tick locations* — Sets the major tick locations for the graphic scale. The default values are chosen to give a reasonably sized scale. You can specify the locations of the tick marks by providing a vector of locations. These are usually equally spaced values as generated by `start:step:end`. The values are distances in the units of the `Units` property.

MajorTickLabel  
Cell array of strings

*Graphic scale major tick labels* — Sets the text labels associated with the major tick locations. By default, the labels are identical to the major tick locations. You can override these by providing a cell array of strings. There must be as many strings as tick locations.

MajorTickLength  
scalar

*Length of the major tick lines* — Controls the length of the major tick lines. The length is a distance in the units of the `Units` property.

MinorTick  
vector

*Graphic scale minor tick locations* — Sets the minor tick locations for the graphic scale. The default values are chosen to give a reasonably sized scale. You can specify the locations of the tick marks by providing a vector of locations. These are usually equally spaced values as generated by `start:step:end`. The values are distances in the units of the `Units` property.

MinorTickLabel  
strings

# scaleruler

---

*Graphic scale minor tick labels* — Sets the text labels associated with the minor tick locations. By default, the label is identical to the last minor tick location. You can override this by providing a string label.

MinorTickLength  
scalar

*Length of the minor tick lines* — Controls the length of the minor tick lines. The length is a distance in the units of the `Units` property.

RulerStyle  
{ruler} | lines | patches

*Style of the graphic scale* — Selects among three different kinds of graphic scale displays. The default `ruler` style looks like `n axes'` *x*-axis. The `lines` style has three horizontal lines across the tick marks. This type of graphic scale is often used on maps from the U.S. Geological Survey. The `patches` style has alternating black and white rectangles in place of lines and tick marks.

TickDir  
{up} | down

*Direction of the tick marks and text* — Controls the direction in which the tick marks and text labels are drawn. In the default `up` direction, the tick marks and text labels are placed above the baseline, which is placed at the location given in the `XLoc` property. In the `down` position, the tick marks and labels are drawn below the baseline.

TickMode  
{auto} | manual

*Tick locations mode* — Controls whether the tick locations and labels are computed automatically or are user-specified. Explicitly setting the tick labels or locations results in a `'manual'` tick mode. Setting any of the tick labels or locations to an empty matrix

resets the tick mode to 'auto'. Setting the tick mode to 'auto' clears any explicitly specified tick locations and labels, which are then replaced by default values.

XLoc

scalar

*X-location of the graphic scale* — Controls the horizontal location of the graphic scale within the axes. The location is specified in the axes Cartesian projected coordinates. Use `showaxes` to make the Cartesian grid labels visible. You can also move the graphic scale by dragging the baseline with the mouse.

YLoc

scalar

*Y-location of the graphic scale* — Controls the vertical location of the graphic scale within the axes. The location is specified in the axes Cartesian projected coordinates. Use `showaxes` to make the Cartesian grid labels visible. You can also move the graphic scale by dragging the baseline with the mouse.

## Properties That Control Scaling

Azimuth

scalar

*Azimuth of scale computation* — The scale of a map varies, within the projection, with geographic location and azimuth. This property controls the azimuth along which the scaling between geographic and projected coordinates is computed. The azimuth is given in the current angle units of the map axes. The default azimuth is 0.

Lat

scalar

*Latitude of scale computation* — The scale of a map varies, within the projection, with geographic location and azimuth. This

# scaleruler

---

property controls the geographic location at which the scaling between geographic and projected coordinates is computed. The latitude is given in the current angle units of the map axes. The default location is the center of the displayed map.

## Long

scalar

*Longitude of scale computation* — The scale of a map varies, within the projection, with geographic location and azimuth. This property controls the geographic location at which the scaling between geographic and projected coordinates is computed. The longitude is given in the current angle units of the map axes. The default location is the center of the displayed map.

## Radius

Name or radius of reference sphere

*Reference sphere name or radius* — The radius property controls the scaling between angular and surface distances. `radius` can be one of the strings supported by `km2deg`, or it can be the (numerical) radius of the desired sphere in the same units as the `Units` property. The default is 'earth'.

## Units

(valid distance unit strings)

*Surface distance units* — Defines the distance units displayed in the graphic scale. `Units` can be any distance unit string recognized by `unitsratio`. The distance string is also used in the last graphic scale text label.

## Other Properties

### Children

(read-only)

*Name string of graphic scale elements* — Contains the tag string assigned to the graphic elements that compose the graphic scale.



All elements of the graphic scale have hidden handles except the baseline. You do not normally need to access the elements directly.

## See Also

`distance` | `surfdist` | `axesscale` | `paperscale` | `distortcalc` | `mdistort`

# scatterm

---

**Purpose** Project point markers with variable color and area

**Syntax**

```
scatterm(lat,lon,s,c)
scatterm(lat,lon)
scatterm(lat,lon,s)
scatterm(...,m)
scatterm(...,'filled')
scatterm(ax,...)
h = scatterm(...)
```

**Description** `scatterm(lat,lon,s,c)` displays colored circles at the locations specified by the vectors `lat` and `lon` (which must be the same size). The area of each marker is determined by the values in the vector `s` (in points<sup>2</sup>) and the colors of each marker are based on the values in `c`. `s` can be a scalar, in which case all the markers are drawn the same size, or a vector the same length as `lat` and `lon`.

When `c` is a vector the same length as `lat` and `lon`, the values in `c` are linearly mapped to the colors in the current colormap. When `c` is a `length(lat)-by-3` matrix, the values in `c` specify the colors of the markers as RGB values. `c` can also be a color string.

`scatterm(lat,lon)` draws the markers in the default size and color.

`scatterm(lat,lon,s)` draws the markers with a single color.

`scatterm(...,m)` uses the marker `m` instead of 'o'.

`scatterm(...,'filled')` fills the markers.

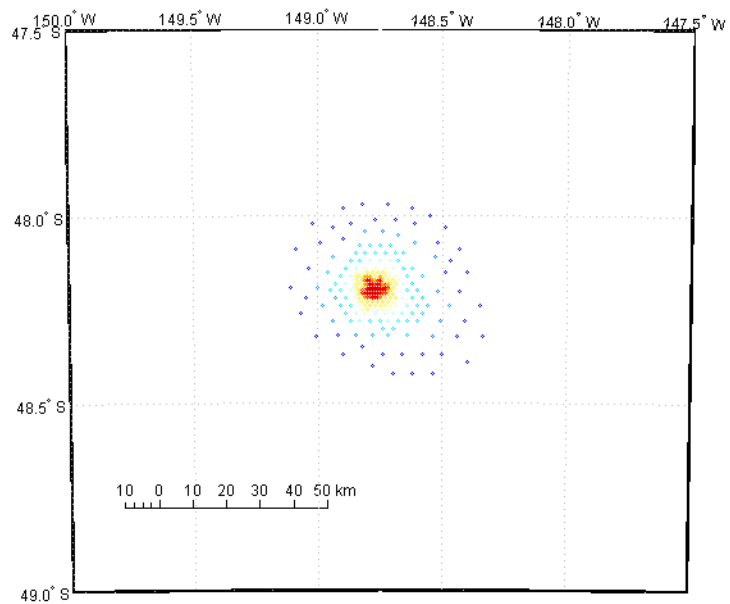
`scatterm(ax,...)` plots into axes `ax` instead of `gca`. `ax` is a handle to a map axes.

`h = scatterm(...)` returns a handle to an `hgroup`.

**Examples** Plot the seamount MATLAB data as symbols with the color proportional to the height.

```
load seamount
worldmap([-49 -47.5],[-150 -147.5])
```

```
scatterm(y,x,5,z)  
scaleruler  
set(gca,'Visible','off')
```

**See Also**

stem3m

# scircle1

---

## Purpose

Small circles from center, range, and azimuth

## Syntax

```
[lat,lon] = scircle1(lat0,lon0,rad)
[lat,lon] = scircle1(lat0,lon0,rad,az)
[lat,lon] = scircle1(lat0,lon0,rad,az,ellipsoid)
[lat,lon] = scircle1(lat0,lon0,rad,units)
[lat,lon] = scircle1(lat0,lon0,rad,az,units)
[lat,lon] = scircle1(lat0,lon0,rad,az,ellipsoid,units)
[lat,lon] = scircle1(lat0,lon0,rad,az,ellipsoid,units,npts)
[lat,lon] = scircle1(track,...)
```

## Description

`[lat,lon] = scircle1(lat0,lon0,rad)` computes small circles (on a sphere) with a center at the point `lat0,lon0` and radius `rad`. The inputs can be scalar or column vectors. The input radius is in degrees of arc length on a sphere.

`[lat,lon] = scircle1(lat0,lon0,rad,az)` uses the input `az` to define the small circle arcs computed. The arc azimuths are measured clockwise from due north. If `az` is a column vector, then the arc length is computed from due north. If `az` is a two-column matrix, then the small circle arcs are computed starting at the azimuth in the first column and ending at the azimuth in the second column. If `az = []`, then a complete small circle is computed.

`[lat,lon] = scircle1(lat0,lon0,rad,az,ellipsoid)` computes small circles on the ellipsoid defined by the input `ellipsoid`, rather than by assuming a sphere. `ellipsoid` is a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form `[semimajor_axis eccentricity]`. If the semimajor axis is non-zero, `rad` is assumed to be in distance units matching the units of the semimajor axis. However, if `ellipsoid = []`, or if the semimajor axis is zero, then `rad` is interpreted as an angle and the small circles are computed on a sphere as in the preceding syntax.

`[lat,lon] = scircle1(lat0,lon0,rad,units)`,  
`[lat,lon] = scircle1(lat0,lon0,rad,az,units)`, and  
`[lat,lon] = scircle1(lat0,lon0,rad,az,ellipsoid,units)`  
are all valid calling forms, which use the input string `units` to define

the angle units of the inputs and outputs. If the *units* string is omitted, 'degrees' is assumed.

`[lat,lon] = scircle1(lat0,lon0,rad,az,ellipsoid,units,npts)` uses the scalar input *npts* to determine the number of points per small circle computed. The default value of *npts* is 100.

`[lat,lon] = scircle1(track,...)` uses the *track* string to define either a great circle or rhumb line radius. If *track* = 'gc', then small circles are computed. If *track* = 'rh', then the circles with radii of constant rhumb line distance are computed. If the *track* string is omitted, 'gc' is assumed.

`mat = scircle1(...)` returns a single output argument where `mat = [lat lon]`. This is useful if a single small circle is computed.

Multiple circles can be defined from a single starting point by providing scalar *lat0,lon0* inputs and column vectors for *rad* and *az* if desired.

## Definitions

A *small circle* is the locus of all points an equal surface distance from a given center. For true small circles, this distance is always calculated in a great circle sense; however, the `scircle1` function allows a locus to be calculated using distances in a rhumb line sense as well. An example of a small circle is *all points exactly 100 miles from the Washington Monument*. Parallels on the globe are all small circles. Great circles are a subset of small circles, specifically those with a radius of 90° or its angular equivalent, so all meridians on the globe are small circles as well.

*Small circle notation* consists of a center point and a radius in units of angular arc length.

## Examples

Create and plot a small circle centered at (0°,0°) with a radius of 10°.

```
axesm('mercator','MapLatLimit',[-30 30],'MapLonLimit',[-30 30]);
[latc,longc] = scircle1(0,0,10);
plotm(latc,longc,'g')
```

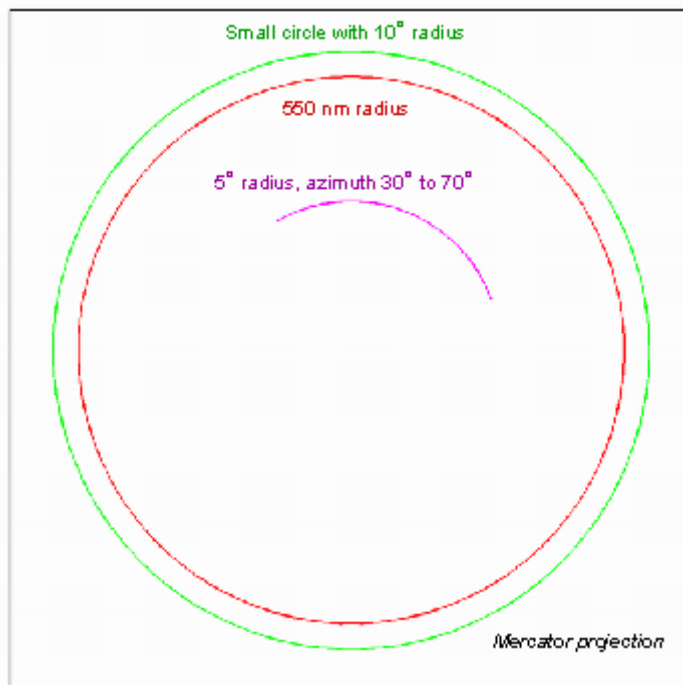
# scircle1

If the desired radius is known in some nonangular distance unit, use the radius returned by the `earthRadius` function as the ellipsoid input to set the range units. (Use an empty azimuth entry to indicate a full circle.)

```
[latc,longc] = scircle1(0,0,550,[],earthRadius('nm'));  
plotm(latc,longc,'r')
```

For just an arc of the circle, enter an azimuth range.

```
[latc,longc] = scircle1(0,0,5,[-30 70]);  
plotm(latc,longc,'m')
```



## See Also

[scircle2](#) | [scircleg](#) | [track](#) | [trackg](#) | [track1](#) | [track2](#)

**Purpose**

Small circles from center and perimeter

**Syntax**

```
[lat,lon] = scircle2(lat1,lon1,lat2,lon2)
[lat,lon] = scircle2(lat1,lon1,lat2,lon2,ellipsoid)
[lat,lon] = scircle2(lat1,lon1,lat2,lon2,units)
[lat,lon] = scircle2(lat1,lon1,lat2,lon2,ellipsoid,units)
[lat,lon] =
scircle2(lat1,lon1,lat2,lon2,ellipsoid,units,npts)
[lat,lon] = scircle2(track,...)
mat = scircle2(...)
mat = [lat lon]
```

**Description**

`[lat,lon] = scircle2(lat1,lon1,lat2,lon2)` computes small circles (on a sphere) with centers at the points `lat1,lon1` and points on the circles at `lat2,lon2`. The inputs can be scalar or column vectors.

`[lat,lon] = scircle2(lat1,lon1,lat2,lon2,ellipsoid)` computes the small circle on the ellipsoid defined by the input `ellipsoid`, rather than by assuming a sphere. `ellipsoid` is a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form `[semimajor_axis eccentricity]`. Default is a unit sphere.

`[lat,lon] = scircle2(lat1,lon1,lat2,lon2,units)` and `[lat,lon] = scircle2(lat1,lon1,lat2,lon2,ellipsoid,units)` are valid calling forms, which use the input string `units` to define the angle units of the inputs and outputs. If the input string `units` is omitted, 'degrees' is assumed.

`[lat,lon] = scircle2(lat1,lon1,lat2,lon2,ellipsoid,units,npts)` uses the scalar input `npts` to determine the number of points per track computed. The default value of `npts` is 100.

`[lat,lon] = scircle2(track,...)` uses the `track` string to define either a great circle or a rhumb line radius. If `track` = 'gc', then small circles are computed. If `track` = 'rh', then circles with radii of constant rhumb line distance are computed. If the `track` string is omitted, 'gc' is assumed.

# scircle2

---

`mat = scircle2(...)` returns a single output argument where `mat = [lat lon]`. This is useful if a single circle is computed.

Multiple circles can be defined from a single center point by providing scalar `lat1, lon1` inputs and column vectors for the points on the circumference, `lat2, lon2`.

## Definitions

A *small circle* is the locus of all points an equal surface distance from a given center. For true small circles, this distance is always calculated in a great circle sense. However, the `scircle2` function allows a locus to be calculated using distances in a rhumb line sense as well. An example of a small circle is *all points exactly 100 miles from the Washington Monument*.

## Examples

Plot the locus of all points the same distance from New Delhi as Kathmandu:

```
axesm('mercator','MapLatLimit',[0 40],'MapLonLimit',[60 110]);
load coast

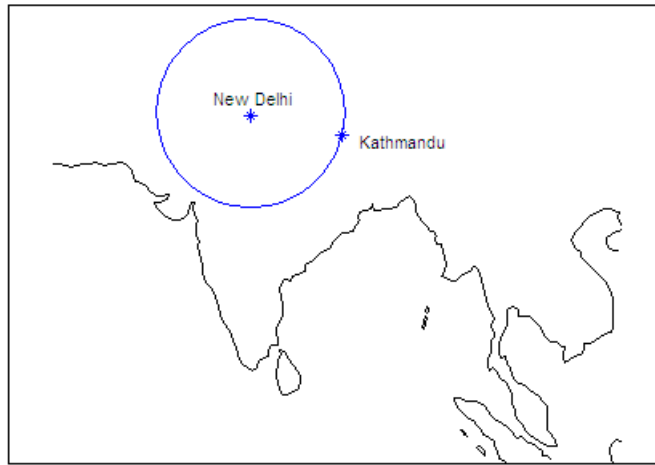
% For reference
plotm(lat,lon,'k');

% New Delhi
lat1 = 29; lon1 = 77.5;

% Kathmandu
lat2 = 27.6; lon2 = 85.5;

% Plot the cities
plotm([lat1 lat2],[lon1 lon2],'b*')
[latc,lonc] = scircle2(lat1,lon1,lat2,lon2);
plotm(latc,lonc,'b')
```





**See Also**

scircle1 | track | track1 | track2

# scircleg

---

**Purpose** Small circle defined via mouse input

**Syntax**

```
h = scircleg(ncirc)
h = scircleg(ncirc,npts)
h = scircleg(ncirc,linestyle)
h = scircleg(ncirc,PropertyName,PropertyValue,...)
[lat,lon] = scircleg(ncirc,npts,...)
h = scircleg(track,ncirc,...)
```

**Description**

`h = scircleg(ncirc)` brings forward the current map axes and waits for the user to make ( $2 * \text{ncirc}$ ) mouse clicks. The output `h` is a vector of handles for the `ncirc` small circles, which are then displayed.

`h = scircleg(ncirc,npts)` specifies the number of plotting points to be used for each small circle. `npts` is 100 by default.

`h = scircleg(ncirc,linestyle)` specifies the line style for the displayed small circles, where `linestyle` is any line style string recognized by the standard MATLAB function `line`.

`h = scircleg(ncirc,PropertyName,PropertyValue,...)` allows property name/property value pairs to be set, where `PropertyName` and `PropertyValue` are recognized by the `line` function.

`[lat,lon] = scircleg(ncirc,npts,...)` returns the coordinates of the plotted points rather than the handles of the small circles. Successive circles are stored in separate columns of `lat` and `lon`.

`h = scircleg(track,ncirc,...)` specifies the logic with which ranges are calculated. If the string `track` is 'gc' (the default), great circle distance is used. If `track` is 'rh', rhumb line distance is used.

This function is used to define small circles for display using mouse clicks. For each circle, two clicks are required: one to mark the center of the circle and one to mark any point on the circle itself, thereby defining the radius.

**Background** A small circle is the locus of all points an equal surface distance from a given center. For true small circles, this distance is always calculated

in a great circle sense; however, the `scircleg` function allows a locus to be calculated using distances in a rhumb line sense as well. You can modify the circle after creation by **shift**+clicking it. The circle is then in edit mode, during which you can change the size and position by dragging control points, or by entering values into a control panel. **Shift**+clicking again exits edit mode.

**See Also**`scircle1 | scircle2`

**Purpose**

Intersection points for pairs of small circles

**Syntax**

```
[newlat,newlon] = scxsc(lat1,lon1,range1,lat2,lon2,range2)
[newlat,newlon]=scxsc(lat1,lon1,range1,lat2,lon2,range2,units)
```

**Description**

[newlat,newlon] = scxsc(lat1,lon1,range1,lat2,lon2,range2) returns in newlat and newlon the locations of the points of intersection of two small circles in *small circle notation*. For example, the first small circle in a pair would be centered on the point (lat1,lon1) with a radius of range1 (in angle units). The inputs must be column vectors. If the circles do not intersect, or are identical, two NaNs are returned and a warning is displayed. If the two circles are tangent, the single intersection point is returned twice.

[newlat,newlon]=scxsc(lat1,lon1,range1,lat2,lon2,range2,units) specifies the angle units used for all inputs, where *units* is any valid angle units string. The default units are 'degrees'.

For any pair of small circles, there are four possible intersection conditions: the circles are identical, they do not intersect, they are tangent to each other and hence they intersect once, or they intersect twice.

*Small circle notation* consists of a center point and a radius in units of angular arc length.

**Examples**

Given a small circle centered at (10°S,170°W) with a radius of 20° (~1200 nautical miles), where does it intersect with a small circle centered at (3°N, 179°E), with a radius of 15° (~900 nautical miles)?

```
[newlat,newlong] = scxsc(-10,-170,20,3,179,15)
```

```
newlat =
    -8.8368    9.8526
newlong =
    169.7578 -167.5637
```

Note that in this example, the two small circles cross the date line.

**Tips**

Great circles are a subset of small circles—a great circle is just a small circle with a radius of  $90^\circ$ . This provides two methods of notation for defining great circles. *Great circle notation* consists of a point on the circle and an azimuth at that point. *Small circle notation* for a great circle consists of a center point and a radius of  $90^\circ$  (or its equivalent in radians).

**See Also**

gc2sc | gcxgc | gcxsc | rhxrh | crossfix | polyxpoly

# sdtsemread

---

**Purpose** Read data from SDTS raster/DEM data set

**Syntax** `[Z, R] = sdtsemread(filename)`

**Description** `[Z, R] = sdtsemread(filename)` reads data from an SDTS DEM data set. `Z` is a matrix containing the elevation values. `R` is a referencing matrix (see `makerefmat`). NaNs are assigned to elements of `Z` corresponding to null data values or fill data values in the cell module.

`filename` can be the name of the SDTS catalog directory file (`*CATD.DDF`) or the name of any of the other files in the data set. `filename` can include the directory name; otherwise `filename` is searched for in the current directory and the MATLAB path. If any of the files specified in the catalog directory are missing, `sdtsemread` fails.

**Tips** Elevation values can be imported with `sdtsemread` from DEMs that use the SPRE Raster Profile (in use since January, 2001) as well as from older SDTS DEM data sets. Under this profile, elevations can be encoded either as 32-bit floating-point numbers (when their units are “decimal meters”), or as 16-bit integers (when units are “feet” or “meters”). The output class from `sdtsemread` for both types of elevation encoding is `double`.

---

**Note** For details on locating map data for download over the Internet, see the following documentation at the MathWorks Web site: “Finding Geospatial Data”.

---

**Examples** `[Z, R] = sdtsemread('9129CATD.ddf');`  
`mapshow(Z,R, 'DisplayType', 'contour')`

**See Also** `arcgridread` | `makerefmat` | `mapshow` | `sdtseminfo`

**Purpose** Information about SDTS data set

**Syntax** `info = sdtsinfo(filename)`

**Description** `info = sdtsinfo(filename)` returns a structure whose fields contain information about the contents of a SDTS data set.

`filename` is a string that specifies the name of the SDTS catalog directory file, such as 7783CATD.DDF. The filename can also include the directory name. If `filename` does not include the directory, then it must be in the current directory or in a directory on the MATLAB path. If `sdtsinfo` cannot find the SDTS catalog file, it returns an error.

If any of the other files in the data set as specified by the catalog file is missing, a warning message is returned. Subsequent calls to read data from the file might also fail.

## Field Descriptions

The `info` structure contains the following fields:

Filename	String containing the name of the catalog directory file of the SDTS transfer set
Title	String containing the name of the data set
ProfileID	String containing the Profile Identifier, e.g., 'SRPE: SDTS RASTER PROFILE and EXTENSIONS'
ProfileVersion	String containing the Profile Version Identifier, e.g., 'VER 1.1 1998 01'
MapDate	String specifying the date associated with the cartographic information contained in the data set
DataCreationDate	String specifying the creation date of the data set
HorizontalDatum	String representing the horizontal datum to which the data is referenced

# sdtsinfo

---

MapRefSystem	String describing the projection and reference system used: 'GEO', 'SPCS', 'UTM', 'UPS', or ' '
ZoneNumber	Scalar value representing the zone number
XResolution	Scalar value representing the X component of the horizontal coordinate resolution
YResolution	Scalar value representing the Y component of the horizontal coordinate resolution
NumberOfRows	Scalar value representing the number of rows of the DEM
NumberOfCols	Scalar value representing the number of columns of the DEM
HorizontalUnits	String specifying the units used for the horizontal coordinate values
VerticalUnits	String specifying the units used for the vertical coordinate values
MinElevation	Scalar value of the minimum elevation value for the data set
MaxElevation	Scalar value of the maximum elevation value for the data set

## Examples

```
info = sdtsinfo('9129CATD.DDF');
```

## See Also

```
sdtsdemread | makerefmat
```



---

<b>Purpose</b>	Sector of small circle defined via mouse input
<b>Syntax</b>	sectorg
<b>Description</b>	<p>sectorg prompts the user to indicate by two successive mouse clicks two points that define the center and radius of a small circle arc. By default, the angular width of the sector is 60°. The sector is constructed using the vector defined by the mouse clicks as the reference azimuth (defined to run through the center of the sector).</p> <p>Once a sector has been drawn, <b>Shift</b>+clicking on it displays four control points (center point, arc resize, radial resize, and rotation controls), and the associated <b>Sector</b> control window. You can graphically interact with sectors as follows:</p> <ul style="list-style-type: none"><li>• To translate the circle, click and drag the center (o) control.</li><li>• To change the arc size, click and drag the resize control (square).</li><li>• To change the radial size of the sector, click and drag the radial control (down triangle).</li><li>• To rotate the arc, click and drag the rotation control (x).</li></ul> <p>You can also modify a selected sector by entering the appropriate values in the <b>Sector</b> control window and then pressing <b>Enter</b> or clicking the <b>Close</b> button. Display of the control panel is toggled by <b>Shift</b>+clicking the sector. If you select multiple sectors, a separate <b>Sector</b> control window will appear for each one.</p>
<b>Tips</b>	<b>Sector</b> control windows are superimposed at the same location. A valid map axes must exist prior to running this function.
<b>See Also</b>	scircleg   trackg

# setltn

---

**Purpose** Convert data grid rows and columns to latitude-longitude

**Syntax**

```
[lat, lon] = setltn(Z, R, row, col)
[lat, lon, indxPointOutsideGrid] = setltn(Z, R, row, col)
latlon = setltn(Z, R, row, col)
```

**Description** [lat, lon] = setltn(Z, R, row, col) returns the latitude and longitudes associated with the input row and column coordinates of the regular data grid Z. R can be a geographic raster reference object, a referencing vector, or a referencing matrix.

If R is a geographic raster reference object, its RasterSize property must be consistent with size(Z).

If R is a referencing vector, it must be 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If R is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to/from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If R is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. Points falling outside the grid are ignored in row and col. All input angles are in degrees.

[lat, lon, indxPointOutsideGrid] = setltn(Z, R, row, col) returns the indices of the elements of the row and col vectors that lie outside the input grid. The outputs lat and lon always ignore these points; the third output accounts for them.

latlon = setltn(Z, R, row, col) returns the coordinates in a single two-column matrix of the form [latitude longitude].

**Examples**

Find the coordinates of row 45, column 65 of topo:

```
load topo
[lat,lon,indxPointOutsideGrid] = setltn(topo,topolegend,45,65)

lat =
    -45.5000
lon =
    64.5000
indxPointOutsideGrid = [] % Empty because the point is valid
```

**See Also**

[1tln2val](#) | [pix2latlon](#) | [setpostn](#)

# setm

---

**Purpose** Set properties of map axes and graphics objects

**Syntax**

```
setm(h,MapAxesPropertyName,PropertyValue,...)
setm(texthdl,'MapPosition',position)
setm(surfhdl,'Graticule',lat,lon,alt)
setm(surfhdl,'MeshGrat',npts,alt)
```

**Description** `setm(h,MapAxesPropertyName,PropertyValue,...)`, where `h` is a valid map axes handle, sets the map axes properties specified in the input list. The map axes properties must be recognized by `axesm`.

`setm(texthdl,'MapPosition',position)` alters the position of the projected text object specified by its handle to the [latitude longitude] or the [latitude longitude altitude] specified by the position vector.

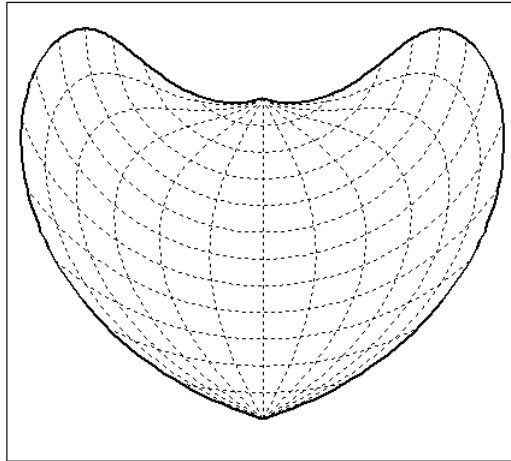
`setm(surfhdl,'Graticule',lat,lon,alt)` alters the graticule of the projected surface object specified by its handle. The graticule is specified by the latitude and longitude matrices, specifying locations of the graticule vertices. The altitude can be specified by a scalar, or by a matrix providing a value for each vertex.

`setm(surfhdl,'MeshGrat',npts,alt)` alters the mesh graticule of projected surface objects displayed using the `meshm` function. In this case, the two-element vector `npts` specifies the graticule size in the manner described under `meshm`. The altitude can be a scalar or a matrix with a size corresponding to `npts`.

**Examples** Display a map axes and alter it:

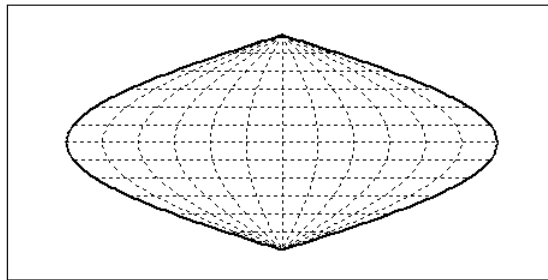
```
axesm('bonne','Frame','on','Grid','on')
```

The standard Bonne projection has a standard parallel at 30°N.



Setting this standard parallel to  $0^\circ$  results in a Sinusoidal projection:

```
setm(gca, 'MapParallels', 0)
```



## See Also

[axesm](#) | [getm](#)

# setpostn

---

**Purpose** Convert latitude-longitude to data grid rows and columns

**Syntax**

```
[row, col] = setpostn(Z, R, lat, lon)
indx = setpostn(...)
[row, col, indxPointOutsideGrid] = setpostn(...)
```

**Description** `[row, col] = setpostn(Z, R, lat, lon)` returns the row and column indices of the regular data grid `Z` for the points specified by the vectors `lat` and `lon`. `R` can be a geographic raster reference object, a referencing vector, or a referencing matrix.

If `R` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If `R` is a referencing vector, it must be 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If `R` is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to/from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If `R` is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. Points falling outside the grid are ignored in `row` and `col`. All input angles are in degrees.

`indx = setpostn(...)` returns the indices of `Z` corresponding to the points in `lat` and `lon`. Points falling outside the grid are ignored in `indx`.

`[row, col, indxPointOutsideGrid] = setpostn(...)` returns the indices of `lat` and `lon` corresponding to points outside the grid. These points are ignored in `row` and `col`.

**Examples** What are the matrix coordinates in topo of Denver, Colorado, at (39.7°N,105°W)?

```
load topo
[row,col] = setpostn(topo,topolegend,39.7,105)

row =
    130
col =
    105
```

**See Also**

[latlon2pix](#) | [ltln2val](#) | [setltln](#)

# shaderel

---

## Purpose

Construct cdata and colormap for shaded relief

## Syntax

```
[cindx,cimap,clim] = shaderel(X,Y,Z,cmap)
[cindx,cimap,clim] = shaderel(X,Y,Z,cmap,[azim elev])
[cindx,cimap,clim] = shaderel(X,Y,Z,cmap,[azim elev],cmap1)
[cindx,cimap,clim] = shaderel(X,Y,Z,cmap,[azim elev],cmap1,clim)
```

## Description

`[cindx,cimap,clim] = shaderel(X,Y,Z,cmap)` constructs the colormap and color indices to allow a surface to be displayed in colored shaded relief. The colors are proportional to the magnitude of Z, but modified by shades of gray based on the surface normals to simulate surface lighting. This representation allows both large and small-scale differences to be seen. X, Y, and Z define the surface. `cmap` is the colormap used to create the new shaded colormap `cimap`. `cindx` is a matrix of color indices to `cimap`, based on the elevation and surface normal of the Z matrix element. `clim` contains the color axis limits.

`[cindx,cimap,clim] = shaderel(X,Y,Z,cmap,[azim elev])` places the light at the specified azimuth and elevation. By default, the direction of the light is East (90° azimuth) at an elevation of 45°.

`[cindx,cimap,clim] = shaderel(X,Y,Z,cmap,[azim elev],cmap1)` chooses the number of grays to give a `cimap` of length `cmap1`. By default, the number of grayscales is chosen to keep the shaded colormap below 256. If the vector of azimuth and elevation is empty, the default locations are used.

`[cindx,cimap,clim] = shaderel(X,Y,Z,cmap,[azim elev],cmap1,clim)` uses the color limits to index Z into `cmap`.

## Tips

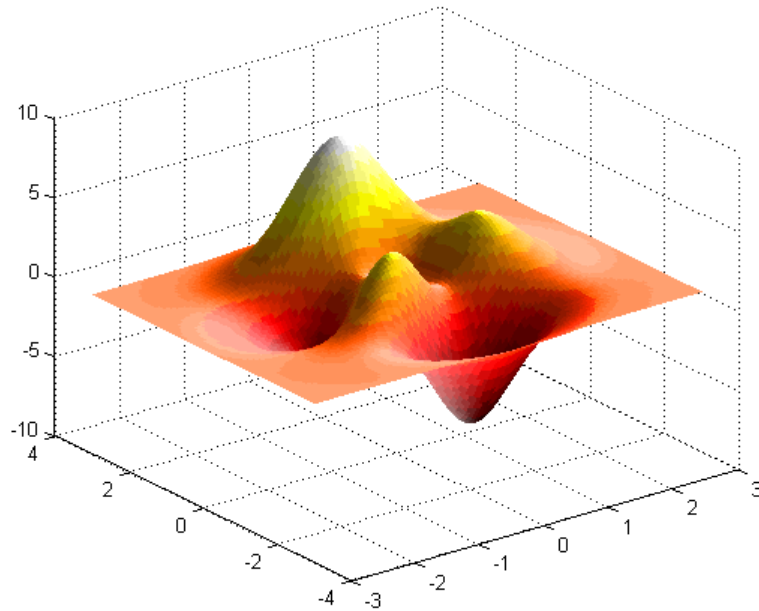
This function effectively multiplies two colormaps, one with color based on elevation, the other with a grayscale based on the slope of the surface, to create a new colormap. This produces an effect similar to using a light on a surface, but with all of the visible colors actually in the colormap. Lighting calculations are performed on the unprojected data.



**Examples**

Display the peaks surface with a shaded colormap:

```
[X,Y,Z] = peaks(100);  
cmap = hot(16);  
[cindx,cimap,clim] = shaderel(X,Y,Z,cmap);  
surf(X,Y,Z,cindx); colormap(cimap); caxis(clim)  
shading flat
```

**See Also**

[caxis](#) | [colormap](#) | [light](#) | [meshlstrm](#) | [surf](#) | [surflstrm](#)

# shapeinfo

---

**Purpose** Information about shapefile

**Syntax** `info = shapeinfo(filename)`

**Description** `info = shapeinfo(filename)` returns a structure, `info`, whose fields contain information about the contents of a shapefile. `filename` can be the base name or the full name of any one of the component files. `shapeinfo` reads all three files as long as they exist in the same folder and the unit of length or angle is not specified. If the main file (with extension `.SHP`) is missing, `shapeinfo` returns an error. If either of the other files is missing, `shapeinfo` returns a warning.

**Tips** `shapeinfo` cannot tell you which coordinate system the data in a shapefile uses. Coordinates can be either planar ( $x, y$ ) or geographic ( $lat, lon$ ) and have a variety of units. This information can be critical to the proper display of shapefile vector data. For more information on this topic, see “Mapstructs and Geostructs”.

**Output Arguments** The `info` structure contains the following fields:

Filename	Char array containing the names of the files that were read
ShapeType	String containing the shape type
BoundingBox	Numerical array of size 2-by-N that specifies the minimum (row 1) and maximum (row 2) values for each dimension of the spatial data in the shapefile
Attributes	Structure array of size 1-by-numAttributes that describes the attributes of the data
NumFeatures	The number of spatial features in the shapefile

The `Attributes` structure contains these fields:

Name	String containing the attribute name as given in the xBASE table
Type	String specifying the MATLAB class of the attribute data returned by <code>shaperead</code> . The following attribute (xBASE) types are supported: Numeric, Floating, Character, and Date.

## See Also

`shaperead` | `shapewrite`

## How To

- “Mapping Toolbox Geographic Data Structures”

# shaperead

---

**Purpose** Read vector features and attributes from shapefile

**Syntax**  
`S = shaperead(filename)`  
`S = shaperead(filename,Name,Value, ...)`  
`[S, A] = shaperead(...)`

**Description** `S = shaperead(filename)` reads the shapefile, `filename`, and returns an  $N$ -by-1 geographic data structure array in projected map coordinates (a `mapstruct`). The geographic data structure combines geometric and feature attribute information. `shaperead` supports the ordinary 2-D shape types: 'Point', 'Multipoint', 'PolyLine', and 'Polygon'.

`S = shaperead(filename,Name,Value, ...)` returns a subset of the shapefile contents in `S`, as determined by the parameters. The geographic data structure, `S`, is a `mapstruct` unless `UseGeoCoords` is true. If you do not specify any parameters, `shaperead` returns an entry for every non-null feature and creates a field for every attribute.

`[S, A] = shaperead(...)` returns an  $N$ -by-1 geographic data structure array, `S`, containing geometric information, and a parallel  $N$ -by-1 attribute structure array, `A`, containing feature attribute information.

## Input Arguments

### **filename**

Refers to the base name or full name of one of the component files in a shapefile. If the main file (with extension `.shp`) is missing, `shaperead` throws an error. If either of the other files is missing, `shaperead` issues a warning.

Make sure that your machine is set to the same character encoding scheme as the data you are importing. For example, if you are trying to import a shapefile that contains Japanese characters, configure your machine to support the Shift-JIS encoding scheme.

### **Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name,Value` arguments. `Name` is the argument name and `Value` is the corresponding

value. Name must appear inside single quotes ( ' '). You can specify several name and value pair arguments in any order as Name1, Value1, . . . , NameN, ValueN.

## **'RecordNumbers'**

Integer-valued vector of class `double`. Use the parameter `RecordNumbers` to import only features with listed record numbers.

Use the parameters `RecordNumbers`, `BoundingBox`, and `Selector` to select which features to read. If you use more than one of these parameters in the same call, you receive the intersection of the records that match the individual specifications. For instance, if you specify values for both `RecordNumbers` and `BoundingBox`, you import only those features with record numbers that appear in your list and that also have bounding boxes intersecting the specified bounding box.

## **'BoundingBox'**

2-by-2 array of class `double`. Use the parameter `BoundingBox` to import only features whose bounding boxes intersect the specified box. The `shaperead` function does not trim features that partially intersect the box.

## **'Selector'**

Cell array containing a function handle and one or more attribute names. (The function must return a logical scalar.) Use the `Selector` parameter to import only features for which the function, when applied to the corresponding attribute values, returns `true`.

## **'Attributes'**

Cell array of attribute names. Use the parameter `Attributes` to include listed attributes and set the order of attributes in the structure array. Use `{}` to omit all attributes.

## **'UseGeoCoords'**

Logical scalar that specifies returning shapefile contents in a geostruct, if set to true. Use this parameter when you know that the  $x$ - and  $y$ -coordinates in the shapefile actually represent longitude and latitude data. (If you do not know whether you are working with geographic or map coordinates, see “Mapstructs and Geostructs” in the User’s Guide.)

**Default:** false

## Output Arguments

### **S**

An  $N$ -by-1 geographic data structure array containing an element for each non-null, spatial feature in the shapefile.

### **A**

An  $N$ -by-1 attribute structure array, A, parallel to array S.

The fields in the output structure arrays S and A depend on (1) the type of shape contained in the file and (2) the names and types of attributes included in the file. The shaperead function supports the following four attribute types: numeric and floating (stored as type double in MATLAB) and character and date (stored as char array).

## Examples

Read a shapefile of Concord roads and analyze the data.

```
% Read the entire concord_roads.shp shapefile, including
% the attributes, in concord_roads.dbf.
S = shaperead('concord_roads.shp')
```

Your output appears as follows:

```
S =
```

```
609x1 struct array with fields:
```

```
    Geometry
    BoundingBox
    X
    Y
```

```
STREETNAME
RT_NUMBER
CLASS
ADMIN_TYPE
LENGTH
```

You have a mapstruct with X and Y coordinate vectors.

```
% Restrict output based on bounding box and read only two
% of the feature attributes.
bbox = [2.08 9.11; 2.09 9.12] * 1e5;
S = shaperead('concord_roads', 'BoundingBox', bbox, ...
             'Attributes', {'STREETNAME', 'CLASS'})
```

Your output appears as follows:

```
S =

87x1 struct array with fields:
    Geometry
    BoundingBox
    X
    Y
    STREETNAME
    CLASS
```

```
% Select the class 4 and higher road segments that are at least 200
% meters in length. Note the use of an anonymous function in the
% selector.
```

```
S = shaperead('concord_roads.shp', 'Selector', ...
             {@(v1,v2) (v1 >= 4) && (v2 >= 200)}, 'CLASS', 'LENGTH'})
```

Your output appears as follows:

```
S =

115x1 struct array with fields:
    Geometry
```

```
BoundingBox  
X  
Y  
STREETNAME  
RT_NUMBER  
CLASS  
ADMIN_TYPE  
LENGTH
```

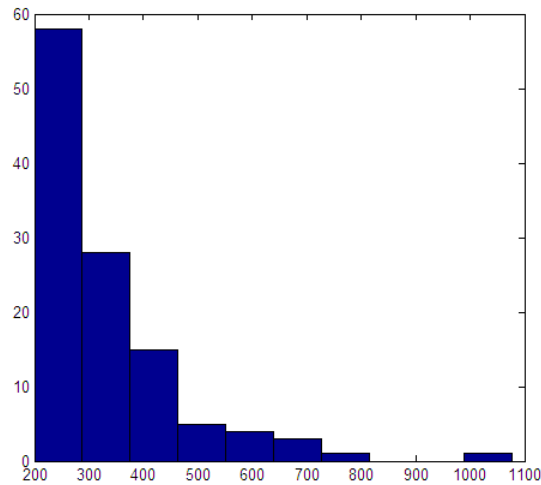
```
% Determine the number of roads of each class.  
N = hist([S.CLASS],1:7)
```

Your output appears as follows:

```
N =  
  
    0    0    0    7   93   15    0
```

```
% Display a histogram of the number of roads  
% that fall in each category of length.  
hist([S.LENGTH])
```





Read a shapefile of worldwide city names and locations in latitude and longitude.

```
S = shaperead('worldcities.shp', 'UseGeoCoords', true)
```

Your output appears as follows:

```
S =  
318x1 struct array with fields:  
    Geometry  
    Lon  
    Lat  
    Name
```

You set 'UseGeoCoords' to true, so you received a geostruct.

## See Also

[shapeinfo](#) | [shapewrite](#)

## How To

- “Mapping Toolbox Geographic Data Structures”

## **Related Links**

- “Finding Geospatial Data”

## Purpose

Write geographic vector data structure to shapefile

## Syntax

```
shapewrite(S,filename)
shapewrite(S,filename,'DbfSpec',dbfspec)
```

## Description

`shapewrite(S,filename)` writes the vector geographic features stored in `S` to the file specified by `filename` in shapefile format.

`shapewrite(S,filename,'DbfSpec',dbfspec)` writes a shapefile in which the content and layout of the DBF file is controlled by a DBF specification, indicated here by the parameter value `dbfspec`.

## Tips

- The easiest way to create a DBF spec is to call `makedbfspec` and then modify the output to remove attributes or change the `FieldName`, `FieldLength`, or `FieldDecimalCount` for one or more attributes. See the help for `makedbfspec` for more details and an example.
- The xBASE (.dbf) file specifications require that `geostruct` and `mapstruct` attribute names are truncated to 11 characters when copied as DBF field names. Consider shortening long field names before calling `shapewrite`. By doing this, you make field names in the DBF file more readable and avoid introducing duplicate names as a result of truncation.
- Remember to set your character encoding scheme to match that of the geographic data structure you are exporting. For instance, if you are exporting a map that displays Japanese text, configure your machine to support Shift-JIS character encoding.

## Input Arguments

### S

Vector geographic features, specified as a `mappoint` vector, `mapshape` vector, `mapstruct` (with `X` and `Y` coordinate fields), `geopoint` vector, `geoshape` vector, or a `geostruct` (with `'Lat'` and `'Lon'` fields) with the following restrictions on its attribute fields:

- Each attribute field value must be either a real, finite, scalar double or a character string.

- The type of a given attribute must be consistent across all features.
- If `S` is a geopoint vector, geoshape vector, or a geostruct, `shapewrite` writes the latitude and longitude values as `Y` and `X` coordinates, respectively.
- If a given attribute is integer-valued for all features, `shapewrite` writes it to the [`basename` `' .dbf '`] file as an integer. If an attribute is non-integer-valued for any feature, `shapewrite` writes it as a fixed point decimal value with six digits to the right of the decimal place.

## **filename**

Name and location of the shapefile to create, specified as a character string. If the file name includes a file extension, it must be `' .shp '` or `' .SHP '`. `shapewrite` creates three output files: [`basename` `' .shp '`], [`basename` `' .shx '`], and [`basename` `' .dbf '`], where `basename` is `filename` without its extension.

## **'DbfSpec'**

Feature attributes to be included in the shapefile, specified as a scalar MATLAB structure containing one field for each feature attribute. Assign to that field a scalar structure with the following four fields:

- `FieldName` — The field name to be used in the file
- `FieldType` — The field type to be used in the file: `' N '` (numeric) or `' C '` (character)
- `FieldLength` — The field length in the file, in bytes
- `FieldDecimalCount` — For numeric fields, the number of digits to the right of the decimal place

Call `makedbfspec` to construct a DBF spec. Modify the output to remove attributes or change the `FieldName`, `FieldLength`, or `FieldDecimalCount` for one or more attributes.

To include an attribute in the output file, specify a field in `dbfspec` with the same name as the attribute is specified in `S`.

## Examples

### Write Feature Data to Shapefile

Derive a shapefile from `concord_roads.shp` in which roads of CLASS 5 and greater are omitted.

Get information about the contents of a shapefile. Note that it contains 609 features (NumFeatures).

```
shapeinfo('concord_roads')
```

```
ans =  
    Filename: [3x67 char]  
    ShapeType: 'PolyLine'  
    BoundingBox: [2x2 double]  
    NumFeatures: 609  
    Attributes: [5x1 struct]
```

Read a selection of the data in the file into a mapstruct. Note the use of the 'Selector' option in `shaperead`, together with an anonymous function, to read only the main roads from the original shapefile.

```
S = shaperead('concord_roads', 'Selector', ...  
             {@(roadclass) roadclass < 4, 'CLASS'});
```

Write the data to a new shapefile.

```
shapewrite(S, 'main_concord_roads.shp')
```

Get information about the contents of the new shapefile.

```
shapeinfo('main_concord_roads') % 107 features
```

```
ans =  
    Filename: [3x24 char]  
    ShapeType: 'PolyLine'  
    BoundingBox: [2x2 double]  
    NumFeatures: 107  
    Attributes: [5x1 struct]
```

## Write Data Stored in mappoint to Shapefile

Read a shapefile containing a vector of world cities and store the data in a mappoint vector.

```
p = mappoint(shaperead('worldcities.shp'))
```

```
p =
```

```
318x1 mappoint vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'
```

```
    Metadata: [1x1 struct]
```

```
Feature properties:
```

```
    X: [1x318 double]
```

```
    Y: [1x318 double]
```

```
    Name: {1x318 cell}
```

Append Paderborn Germany to the mappoint vector. Note that the size of p has increased by 1.

```
x = 51.715254;
```

```
y = 8.75213;
```

```
p = append(p, x, y, 'Name', 'Paderborn')
```

```
p =
```

```
319x1 mappoint vector with properties:
```

```
Collection properties:
```

```
    Geometry: 'point'
```

```
    Metadata: [1x1 struct]
```

```
Feature properties:
```

```
    X: [1x319 double]
```

```
    Y: [1x319 double]
```

```
    Name: {1x319 cell}
```

Write the updated mappoint vector to a shapefile.

```
shapewrite(p, 'worldcities_updated')
```

## See Also

[makedbfspec](#) | [shapeinfo](#) | [shaperead](#)

## How To

- “Mapping Toolbox Geographic Data Structures”

# showaxes

---

**Purpose** Toggle display of map coordinate axes

**Syntax** `showaxes(action)`  
`showaxes`

**Description** `showaxes(action)` modifies the Cartesian axes based on the value of *action*, as defined in the Inputs section below.

`showaxes` toggles between displaying the default axes ticks on the MATLAB Cartesian axes and removing the axes ticks.

## Input Arguments

### **action**

A string or RGB triple that specifies how to modify the Cartesian axes

Value	Data Type	Action
'on'	string	Displays the MATLAB Cartesian axes and default axes ticks
'off'	string	Removes the axes ticks from the MATLAB Cartesian axes
'hide'	string	Hides the Cartesian axes
'show'	string	Shows the Cartesian axes
'reset'	string	Sets the Cartesian axes to the default settings
'boxoff'	string	Removes axes ticks, color, and box from the Cartesian axes
<i>colorstr</i>	string	Sets the Cartesian axes to the color specified by <i>colorstr</i>
<i>colorvec</i>	RGB triple	Uses <i>colorvec</i> to set the Cartesian axes color

## See Also

`axesm`



**Purpose** Specify graphic objects to display on map axes

**Syntax**  
showm  
showm(handle)  
showm(*object*)

**Description** showm brings up a dialog box for selecting the objects to show (set their Visible property to 'on').  
showm(handle) shows the objects specified by a vector of handles.  
showm(*object*) shows those objects specified by the *object* string, which can be any string recognized by the handlem function.

**See Also** clma | clmo | handlem | hidem | namem | tagm

# size

---

**Purpose** Row and column dimensions needed for regular data grid

**Syntax**

```
[r,c] = size(latlim,lonlim,scale)
rc = size(latlim,lonlim,scale)
[r,c,refvec] = size(latlim,lonlim,scale)
```

**Description** `[r,c] = size(latlim,lonlim,scale)` returns the required size for a regular data grid lying between the latitude and longitude limits specified by the two-element input vectors `latlim` and `lonlim`, which are of the form `[south-limit north-limit]` and `[west-limit east-limit]`, respectively. The `scale` is the desired cells-per-degree measure of the desired data grid.

`rc = size(latlim,lonlim,scale)` returns the size of the matrix in one two-element vector.

`[r,c,refvec] = size(latlim,lonlim,scale)` also returns the three-element referencing vector geolocating the desired regular data grid.

**Examples** How large a matrix would be required for a map of the world at a scale of 25 matrix cells per degree? (That's  $25 \times 25 = 625$  cells per "square" degree.)

```
[r,c] = size([90,-90],[-180,180],25)
```

```
r =
    4500
```

```
c =
    9000
```

Bear in mind for memory purposes —  $9000 \times 4500 = 4.05 \times 10^7$  entries!

**See Also** `findm` | `limitm` | `nanm` | `onem` | `spzeros` | `zeros`

---

<b>Purpose</b>	Convert distance from statute miles to degrees
<b>Syntax</b>	<pre>deg = sm2deg(sm) deg = sm2deg(sm,radius) deg = sm2deg(sm,sphere)</pre>
<b>Description</b>	<p><code>deg = sm2deg(sm)</code> converts distances from statute miles to degrees as measured along a great circle on a sphere with a radius of 6371 km (3958.748 sm), the mean radius of the Earth.</p> <p><code>deg = sm2deg(sm,radius)</code> converts distances from statute miles to degrees as measured along a great circle on a sphere having the specified radius. <code>radius</code> must be in units of statute miles.</p> <p><code>deg = sm2deg(sm,sphere)</code> converts distances from statute miles to degrees, as measured along a great circle on a sphere approximating an object in the Solar System. <code>sphere</code> may be one of the following strings: 'sun', 'moon', 'mercury', 'venus', 'earth', 'mars', 'jupiter', 'saturn', 'uranus', 'neptune', or 'pluto', and is case-insensitive.</p>
<b>See Also</b>	<code>degtorad</code>   <code>radtodeg</code>   <code>deg2km</code>   <code>km2rad</code>   <code>km2nm</code>   <code>km2sm</code>   <code>deg2nm</code>   <code>nm2deg</code>   <code>nm2km</code>   <code>nm2sm</code>   <code>deg2sm</code>   <code>sm2km</code>   <code>sm2nm</code>

# sm2km

---

**Purpose** Convert statute miles to kilometers

**Syntax** `km = sm2km(sm)`

**Description** `km = sm2km(sm)` converts distances from statute miles to kilometers.

**See Also** `deg2km` | `km2deg` | `km2rad` | `rad2km` | `deg2nm` | `nm2deg` | `nm2rad` | `rad2nm` | `deg2sm` | `sm2deg` | `deg2sm` | `sm2rad` | `rad2sm`

**Purpose** Convert statute to nautical miles

**Syntax** `nm = sm2nm(sm)`

**Description** `nm = sm2nm(sm)` converts distances from statute to nautical miles.

**See Also** `deg2km` | `km2deg` | `km2rad` | `rad2km` | `deg2nm` | `nm2deg` | `nm2rad` | `rad2nm` | `deg2sm` | `sm2deg` | `deg2sm` | `sm2rad` | `rad2sm`

# sm2rad

---

**Purpose** Convert distance from statute miles to radians

**Syntax**

```
rad = sm2rad(sm)
rad = sm2rad(sm,radius)
rad = sm2rad(sm,sphere)
```

**Description** `rad = sm2rad(sm)` converts distances from statute miles to radians as measured along a great circle on a sphere with a radius of 6371 km, the mean radius of the Earth.

`rad = sm2rad(sm,radius)` converts distances from statute miles to radians as measured along a great circle on a sphere having the specified radius. `radius` must be in units of statute miles.

`rad = sm2rad(sm,sphere)` converts distances from statute miles to radians, as measured along a great circle on a sphere approximating an object in the Solar System. *sphere* may be one of the following strings: 'sun', 'moon', 'mercury', 'venus', 'earth', 'mars', 'jupiter', 'saturn', 'uranus', 'neptune', or 'pluto', and is case-insensitive.

**See Also** `degtorad` | `radtodeg` | `rad2km` | `km2deg` | `km2nm` | `km2sm` | `rad2nm` | `nm2deg` | `nm2km` | `nm2sm` | `rad2sm` | `sm2deg` | `sm2km` | `sm2nm`

**Purpose** Remove discontinuities in longitude data

---

**Note** The `smoothlong` function is obsolete and has been replaced by `unwrapMultipart`, which requires input to be in radians. When working in degrees, use `radtodeg(unwrapMultipart(degtorad(lon)))`.

---

**Syntax**

```
ang = smoothlong(angin)
ang = smoothlong(angin,angleunits)
```

**Description** `ang = smoothlong(angin)` removes discontinuities in longitude data. The resulting angles can cover more than one revolution.

`ang = smoothlong(angin,angleunits)` uses the units defined by the input string *angleunits*. If omitted, default units of 'degrees' are assumed. Valid *angleunits* are:

- 'degrees' — decimal degrees
- 'radians'

**See Also** `unwrapMultipart`

# spread

---

**Purpose** Read columns of data from ASCII text file

**Syntax**

```
mat = spread
mat = spread(filename)
mat = spread(cols)
```

**Description**

`mat = spread` reads an ASCII file of space-delimited data in two columns and returns the data in a matrix, `mat`. The file is selected by dialog box.

`mat = spread(filename)` specifies the file from which to read by its name, given as the string *filename*.

`mat = spread(cols)` specifies the number of columns of space-delimited data in the file with the integer `cols`. The default value of `cols` is 2.

**Tips**

The `spread` function is similar to the standard MATLAB function `dlmread`. `spread`, however, is much faster at reading large data sets of the type common for geographic purposes.

**See Also** `nanclip`



**Purpose** Construct sparse regular data grid of 0s

**Syntax** `[Z,refvec] = spzerom(latlim,lonlim,scale)`

**Description** `[Z,refvec] = spzerom(latlim,lonlim,scale)` returns a sparse regular data grid consisting entirely of 0s and a three-element referencing vector for the returned Z. The two-element vectors `latlim` and `lonlim` define the latitude and longitude limits of the geographic region. They should be of the form `[south north]` and `[west east]`, respectively. The scalar `scale` specifies the number of rows and columns per degree of latitude and longitude.

**Examples** `[Z,refvec] = spzerom([46,51],[-79,-75],1)`

```
Z =  
    All zero sparse: 5-by-4  
refvec =  
     1     51    -79
```

**See Also** `limitm` | `nanm` | `onem` | `sizem` | `zerom`

# stdist

---

**Purpose** Standard distance for geographic points

**Syntax**

```
dist = stdist(lat,lon)
dist = stdist(lat,lon,units)
dist = stdist(lat,lon,ellipsoid)
dist = stdist(lat,lon,ellipsoid,units,method)
```

**Description** `dist = stdist(lat,lon)` computes the average standard distance for geographic data. This function assumes that the data is distributed on a sphere. In contrast, `std` assumes that the data is distributed on a Cartesian plane. The result is a single value based on the great-circle distance of the data points from their geographic mean point. When `lat` and `lon` are vectors, a single distance is returned. When `lat` and `lon` are matrices, a row vector of distances is given, providing the distances for each column of `lat` and `lon`. N-dimensional arrays are not allowed. Distances are returned in degrees of angle units.

`dist = stdist(lat,lon,units)` indicates the angular units of the data. When the standard angle string `units` is omitted, 'degrees' is assumed. Output measurements are in terms of these `units` (as arc length distance).

`dist = stdist(lat,lon,ellipsoid)` specifies the shape of the Earth to be used with `ellipsoid`, which can be a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form [`semimajor_axis` `eccentricity`]. The default is a unit sphere. Output measurements are in terms of the distance units of the semimajor axis of the `ellipsoid`.

`dist = stdist(lat,lon,ellipsoid,units,method)` specifies the method of calculating the standard distance of the data. The default, 'linear', is simply the average great circle distance of the data points from the centroid. Using 'quadratic' results in the square root of the average of the squared distances, and 'cubic' results in the cube root of the average of the cubed distances.

**Background** The function `stdm` provides independent standard deviations in latitude and longitude of data points. `stdist` provides a means of examining

data scatter that does not separate these components. The result is a *standard distance*, which can be interpreted as a measure of the scatter in the great circle distance of the data points from the centroid as returned by `meanm`.

The output distance can be thought of as the radius of a circle centered on the geographic mean position, which gives a measure of the spread of the data.

## Examples

Create latitude and longitude lists using the `worldcities` data set and obtain standard distance deviation for group (compare with the example for `stdm`):

```
cities = shaperead('worldcities.shp', 'UseGeoCoords', true);
Paris = strcmp('Paris',{cities(:).Name});
London = strcmp('London',{cities(:).Name});
Rome = strcmp('Rome',{cities(:).Name});
Madrid = strcmp('Madrid',{cities(:).Name});
Berlin = strcmp('Berlin',{cities(:).Name});
Athens = strcmp('Athens',{cities(:).Name});
lat = [cities(Paris).Lat cities(London).Lat...
       cities(Rome).Lat cities(Madrid).Lat...
       cities(Berlin).Lat cities(Athens).Lat]
lon = [cities(Paris).Lon cities(London).Lon...
       cities(Rome).Lon cities(Madrid).Lon...
       cities(Berlin).Lon cities(Athens).Lon]

dist = stdist(lat,lon)

lat =
    48.8708    51.5188    41.9260    40.4312    52.4257    38.0164
lon =
     2.4131    -0.1300    12.4951    -3.6788    13.0802    23.5183
dist =
     8.1827
```

## See Also

`meanm` | `stdm`

## Purpose

Standard deviation for geographic points

## Syntax

```
[latdev,londev] = stdm(lat,lon)
[latdev,londev] = stdm(lat,lon,ellipsoid)
[latdev,londev] = stdm(lat,lon,units)
```

## Description

`[latdev,londev] = stdm(lat,lon)` returns row vectors of the latitude and longitude geographic standard deviations for the data points specified by the columns of `lat` and `lon`.

`[latdev,londev] = stdm(lat,lon,ellipsoid)` specifies the shape of the Earth to be used by the `ellipsoid`, which can be a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form `[semimajor_axis eccentricity]`. The default ellipsoid is a unit sphere. Output measurements are in terms of the distance units of the `ellipsoid` vector.

`[latdev,londev] = stdm(lat,lon,units)` indicates the angular units of the data. When the standard angle string `units` is omitted, 'degrees' is assumed. Output measurements are in terms of these `units` (as arc length distance).

If a single output argument is used, then `geodevs = [latdev longdev]`. This is particularly useful if the original `lat` and `lon` inputs are column vectors.

## Background

Determining the deviations of geographic data in latitude and longitude is more complicated than simple sum-of-squares deviations from the data averages. For latitude deviation, a straightforward angular standard deviation calculation is performed from the *geographic mean* as calculated by `meanm`. For longitudes, a similar calculation is performed based on data *departure* rather than on angular deviation. See “Geographic Statistics” in the *Mapping Toolbox User’s Guide*.

## Examples

Create latitude and longitude lists using the `worldcities` data set and obtain standard distance deviation for group (compare with the example for `stdist`):

```
cities = shaperead('worldcities.shp', 'UseGeoCoords', true);
Paris = strcmp('Paris',{cities(:).Name});
London = strcmp('London',{cities(:).Name});
Rome = strcmp('Rome',{cities(:).Name});
Madrid = strcmp('Madrid',{cities(:).Name});
Berlin = strcmp('Berlin',{cities(:).Name});
Athens = strcmp('Athens',{cities(:).Name});
lat = [cities(Paris).Lat cities(London).Lat...
       cities(Rome).Lat cities(Madrid).Lat...
       cities(Berlin).Lat cities(Athens).Lat]
lon = [cities(Paris).Lon cities(London).Lon...
       cities(Rome).Lon cities(Madrid).Lon...
       cities(Berlin).Lon cities(Athens).Lon]
[latstd,lonstd]=stdm(lat,lon)

lat =
    48.8708    51.5188    41.9260    40.4312    52.4257    38.0164
lon =
     2.4131    -0.1300    12.4951    -3.6788    13.0802    23.5183
latstd =
     2.7640
lonstd =
    68.7772
```

**See Also**

[departure](#) | [filterm](#) | [hista](#) | [histr](#) | [meanm](#) | [stdist](#)

# stem3m

---

**Purpose** Project stem plot map on map axes

**Syntax**

```
h = stem3m(lat,lon,z)
h = stem3m(lat,lon,z,LineType)
h = stem3m(lat,lon,z,PropertyName,PropertyValue,...)
```

**Description** `h = stem3m(lat,lon,z)` displays a stem plot on the current map axes. Stems are located at the points (lat,lon) and extend from an altitude of 0 to the values of z. The coordinate inputs should be in the same `AngleUnits` as the map axes. It is important to note that the selection of z-values will greatly affect the 3-D look of the plot. Regardless of `AngleUnits`, the x and y limits of the map axes are at most  $-\pi$  to  $+\pi$  and  $-\pi/2$  to  $+\pi/2$ , respectively. This means that for most purposes, appropriate z values would be on the order of 1 to 3, not 10 to 30. The axes `DataAspectRatio` property can be used to adjust the appearance of the graphic. The handles of the displayed stem lines can be returned in h.

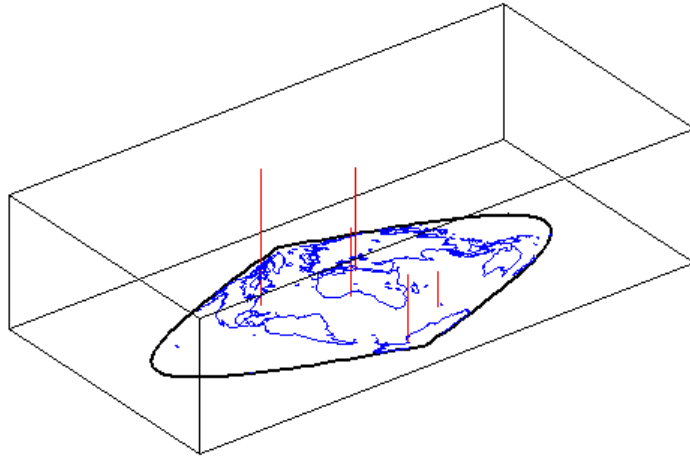
`h = stem3m(lat,lon,z,LineType)` allows the style of the stem plot's lines to be specified with any string *LineType* recognized by the MATLAB line function.

`h = stem3m(lat,lon,z,PropertyName,PropertyValue,...)` allows any property/value pair recognized by the MATLAB line function to be specified for the stems.

A stem plot displays data as lines extending normal to the xy-plane, in this case, on a map.

**Examples**

```
load coast
axesm sinusoid; view(3)
h = framem; set(h,'zdata',zeros(size(lat)))
plotm(lat,long)
ptlat = [0 30 30 -50 -78]';
ptlon = [0 30 -70 65 -35]';
ptz = [1 1.5 2 .5 1]';
stem3m(ptlat,ptlon,ptz,'r-')
```



**See Also**

scatterm

# str2angle

**Purpose** Convert strings to angles in degrees

**Syntax** `angles = str2angle(strings)`

**Description** `angles = str2angle(strings)` converts strings containing latitudes and/or longitudes, expressed in one of four different formats of degree-minutes-seconds, to numeric angles in units of degrees.

Format Description	Example
Degree Symbol, Single/Double Quotes	'123 30' '00"W'
'd', 'm', 's' Separators	'123d30m00sW'
Minus Signs as Separators	'123-30-00W'
"Packed DMS"	'1233000W'

Input must conform closely to the examples provided; in particular, the seconds field must be included, even if it is not significant. Except in Packed DMS format, the seconds field can contain a fractional component. Sign characters are not supported; terminate each string with 'N' for positive latitude, 'S' for negative latitude, 'E' for positive longitude, or 'W' for negative longitude. `strings` is string or a cell array of strings. For backward compatibility, `strings` can also be a character matrix. If more than one angle is represented, `strings` can either contain homogeneous or heterogeneous formatting (see example). `angles` is a column vector of class double.

## Examples

```
strs = {'23 30' '00"N', '23-30-00S', '123d30m00sE', '1233000W'}
strs =
    '23 30' '00"N'    '23-30-00S'    '123d30m00sE'    '1233000W'

str2angle(strs)

ans =
    23.5
```



-23.5  
123.5  
-123.5

**See Also**     `angl2str`

# surfacem

---

**Purpose** Project and add geolocated data grid to current map axes

**Syntax**

```
surfacem(lat,lon,Z)
surfacem(latlim,lonlim,Z)
surfacem(lat,lon,Z,alt)
surfacem(...,prop1,val1,prop2,val2,...)
h = surfacem(...)
```

**Description** `surfacem(lat,lon,Z)` constructs a surface to represent the data grid `Z` in the current map axes. The surface lies flat in the horizontal plane with its `CData` property set to `Z`. The vectors or 2-D arrays `lat` and `lon` define the latitude-longitude graticule mesh on which `Z` is displayed. For a complete description of the various forms that `lat` and `lon` can take, see `surfm`.

`surfacem(latlim,lonlim,Z)` defines the graticule using the latitude and longitude limits `latlim` and `lonlim`. These limits should match the geographic extent of the data grid `Z`. The two-element vector `latlim` has the form:

```
[southern_limit northern_limit]
```

Likewise, `lonlim` has the form:

```
[western_limit eastern_limit]
```

A latitude-longitude graticule of size 50-by-100 is constructed. The surface `FaceColor` property is `'texturemap'`, except when `Z` is precisely 50-by-100, in which case it is `'flat'`.

`surfacem(lat,lon,Z,alt)` sets the `ZData` property of the surface to `'alt'`, resulting in a 3-D surface. `lat` and `lon` must result in a graticule mesh that matches `alt` in size. `CData` is set to `Z`. `Facecolor` is `'texturemap'`, unless `Z` matches `alt` in size, in which case it is `'flat'`.

`surfacem(...,prop1,val1,prop2,val2,...)` applies additional MATLAB graphics properties to the surface via property/value pairs. You can specify any property accepted by the surface function, except `XData`, `YData`, and `ZData`.

`h = surfacem(...)` returns a handle to the surface object.

---

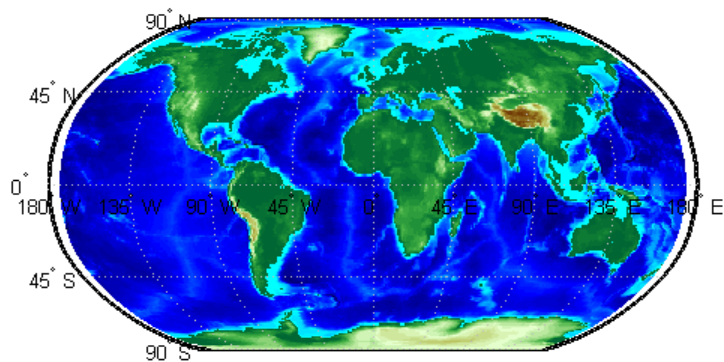
**Note** Unlike `meshm` and `surfm`, `surfacem` always adds a surface to the current axes, regardless of hold state.

---

## Examples

Construct a surface to represent the data grid topo.

```
figure('Color','white')
load topo
latlim = [-90 90];
lonlim = [ 0 360];
gratsize = 1 + [diff(latlim), diff(wrapTo360(lonlim))]/6;
[lat, lon] = meshgrat(latlim, lonlim, gratsize);
worldmap world
surfacem(lat, lon, topo)
demcmmap(topo)
```



## See Also

[geoshow](#) | [meshm](#) | [pcolorm](#) | [surfm](#)

# surflm

---

**Purpose** 3-D shaded surface with lighting on map axes

**Syntax**

```
surflm(lat,lon,Z)
surflm(latlim,lonlim,Z)
surflm(...,s)
surflm(...,s,k)
h = surflm(...)
```

**Description** `surflm(lat,lon,Z)` and `surflm(latlim,lonlim,Z)` are the same as `surfm(...)` except that they highlight the surface with a light source. The default light source (45 degrees counterclockwise from the current view) and reflectance constants are the same as in `surfl`.

`surflm(...,s)` and `surflm(...,s,k)` use a light source vector, `s`, and a vector of reflectance constants, `k`. For more information on `s` and `k`, see the help for `surfl`.

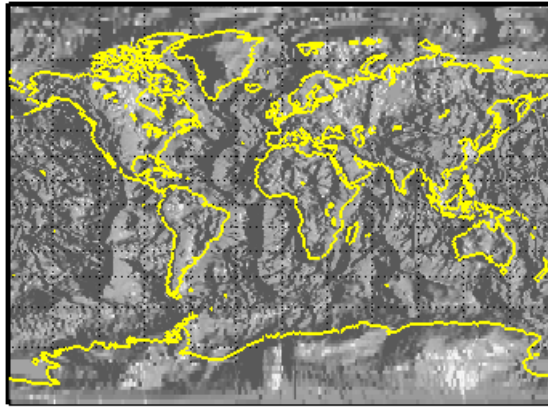
`h = surflm(...)` returns a handle to the surface object.

**Tips** `surflm` is like `surfm`, except that it shades the monochrome map surface with a light source, and the only allowed graticule is the size of the data matrix.

**Examples** Project a 3-D shaded surface with lighting on the current map axes. Note that in the following example, the graticule is the size of `topo` (180 x 360) and is rendered in 3-D, so it might take a while. It is also memory intensive:

```
figure('Color','white')
load topo
axesm miller
axis off; framem on; gridm on;
[lat,lon] = meshgrat(topo,topolegend);
surflm(lat,lon,topo)
colormap(gray)
coast = load('coast');
plotm(coast.lat,coast.long,max(topo(:)),...
```

```
'LineWidth',1.5,'Color','yellow')
```



**See Also**

surfm

# surflsrm

---

**Purpose** 3-D lighted shaded relief of geolocated data grid

**Syntax**

```
surflsrm(lat,long,Z)
surflsrm(lat,long,Z,[azim elev])
surflsrm(lat,long,Z,[azim elev],cmap)
surflsrm(lat,long,Z,[azim elev],cmap,clim)
h = surflsrm(...)
```

**Description** `surflsrm(lat,long,Z)` displays the geolocated data grid, colored according to elevation and surface slopes. The current axes must have a valid map projection definition.

`surflsrm(lat,long,Z,[azim elev])` displays the geolocated data grid with the light coming from the specified azimuth and elevation. Lighting is applied before the data is projected. Angles are in degrees, with the azimuth measured clockwise from North, and elevation up from the zero plane of the surface. By default, the direction of the light source is east (90° azimuth) at an elevation of 45°.

`surflsrm(lat,long,Z,[azim elev],cmap)` displays the geolocated data grid using the provided colormap. The number of grayscales is chosen to keep the size of the shaded colormap below 256. By default, the colormap is constructed from 16 colors and 16 grays. If the vector of azimuth and elevation is empty, the default locations are used.

`surflsrm(lat,long,Z,[azim elev],cmap,clim)` uses the provided color axis limits, which are, by default, automatically computed from the data.

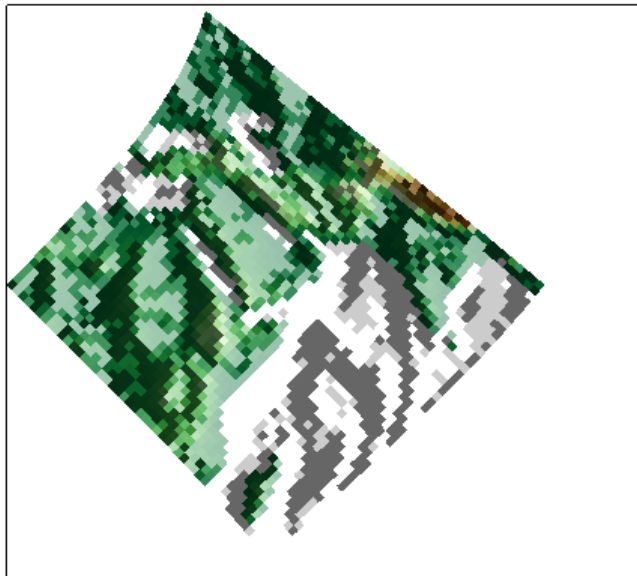
`h = surflsrm(...)` returns the handle to the surface drawn.

**Tips** This function effectively multiplies two colormaps, one with color based on elevation, the other with a grayscale based on the slope of the surface, to create a new colormap. This produces an effect similar to using a light on a surface, but with all of the visible colors actually in the colormap. Lighting calculations are performed on the unprojected data.

**Examples**

Create a new colormap using `demcmap` with white colors for the sea and default colors for land. Use this colormap for the lighted shaded relief map of the Middle East region:

```
load mapmtx
[cmap,clim] = demcmap(map1,[],[1 1 1],[]);
axesm loximuth
surflsrm(lt1,lg1,map1,[],cmap,clim)
```

**See Also**

[meshlsrm](#) | [meshm](#) | [pcolorm](#) | [shadere1](#) | [surfacem](#) | [surflm](#) | [surfm](#)

# surfm

---

**Purpose** Project geolocated data grid on map axes

**Syntax**

```
surfm(lat,lon,Z)
surfm(latlim,lonlim,Z)
surfm(lat,lon,Z,alt)
surfm(...,prop1,val1,prop2,val2,...)
h = surfm(...)
```

**Description** `surfm(lat,lon,Z)` constructs a surface to represent the data grid `Z` in the current map axes. The surface lies flat in the horizontal plane with its `CData` property set to `Z`. The 2-D arrays or vectors `lat` and `lon` define the latitude-longitude graticule mesh on which `Z` is displayed. The sizes and shapes of `lat` and `lon` affect their interpretation, and also determine whether the default `FaceColor` property of the surface is 'flat' or 'texturemap'. There are three options:

- 2-D arrays (matrices) having the same size as `Z`. `lat` and `lon` are treated as geolocation arrays specifying the precise location of each vertex. `FaceColor` is 'flat'.
- 2-D arrays having a different size than `Z`. The arrays `lat` and `lon` define a graticule mesh that might be either larger or smaller than `Z`. `lat` and `lon` must match each other in size. `FaceColor` is 'texturemap'.
- Vectors having more than two elements. The elements of `lat` and `lon` are repeated to form a graticule mesh with size equal to `numel(lat)-by-numel(lon)`. `FaceColor` is 'flat' if the graticule mesh matches `Z` in size. Otherwise, `FaceColor` is 'texturemap'.

`surfm` clears the current map if the hold state is 'off'.

`surfm(latlim,lonlim,Z)` defines the graticule using the latitude and longitude limits `latlim` and `lonlim`, which should match the geographic extent of the data grid `Z`. `latlim` is a two-element vector of the form:

```
[southern_limit northern_limit]
```

Likewise `lonlim` has the form:



```
[western_limit eastern_limit]
```

A latitude-longitude graticule is constructed to match Z in size. The surface FaceColor property is 'flat' by default.

surfm(lat,lon,Z,alt) sets the ZData property of the surface to 'alt', resulting in a 3-D surface. lat and lon must result in a graticule mesh that matches alt in size. CData is set to Z. The FaceColor property is 'texturemap', unless Z matches alt in size, in which case it is 'flat'.

surfm(...,prop1,val1,prop2,val2,...) applies additional MATLAB graphics properties to the surface via property/value pairs. You can specify any property accepted by the surface function except XData, YData, and ZData.

h = surfm(...) returns a handle to the surface object.

## Tips

This function warps a data grid to a graticule mesh, which is projected according to the map axes property MapProjection. The fineness, or resolution, of this grid determines the quality of the projection and the speed of plotting it. There is no hard and fast rule for sufficient graticule resolution, but in general, cylindrical projections need very few graticule points in the longitudinal direction, while complex curve-generating projections require more.

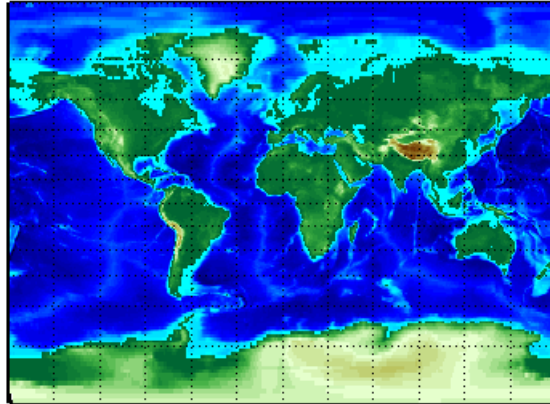
## Examples

Construct a surface to represent the data grid topo.

```
figure('Color','white')
load topo
axesm miller
axis off; framem on; gridm on;
[lat,lon] = meshgrat(topo,topolegend,[90 180]);
surfm(lat,lon,topo)
demcmap(topo)
```

# surfm

---



## See Also

[geoshow](#) | [meshgrat](#) | [meshm](#) | [pcolorm](#) | [surfacem](#)

**Purpose** Project point markers with variable size

**Syntax** `symbolm(lat,lon,z,'MarkerType')`  
`symbolm(lat,lon,z,'MarkerType','PropertyName',PropertyValue,...)`  
`h = symbolm(...)`

**Description** `symbolm(lat,lon,z,'MarkerType')` constructs a thematic map where the symbol size of each data point (`lat`, `lon`) is proportional to its weighting factor (`z`). The point corresponding to `min(z)` is drawn at the default marker size, and all other points are plotted with proportionally larger markers. The `MarkerType` string is a `LineStyle` string specifying a marker and optionally a color.

`symbolm(lat,lon,z,'MarkerType','PropertyName',PropertyValue,...)` applies the line properties to all the symbols drawn.

`h = symbolm(...)` returns a vector of handles to the projected symbols. Each symbol is projected as an individual line object.

**See also** `stem3m`, `plotm`, `plot`

# tagm

---

**Purpose** Set Tag property of map graphics object

**Syntax** tagm(hndl,tagstr)

**Description** tagm(hndl,tagstr) sets the Tag property of each object designated in the vector of handles hndl to the associated string (row) of the matrix of strings tagstr.

This property is recognized by the namem and handlem functions.

**Examples** Normally, a plotted line has a name of 'line':

```
axesm miller
lats = [3 2 1 1 2 3]; longs = [7 8 9 7 8 9];
h=plotm(lats,longs);
```

```
untagged = namem(h)
untagged =
line
```

The tagm function can rename it:

```
tagm(h,'testpath');
tagged = namem(h)
tagged =
testpath
```

**See Also** clma | clmo | handlem | hidem | namem | showm

---

<b>Purpose</b>	Read 5-minute global terrain elevations from TerrainBase
<b>Syntax</b>	<pre>[Z,refvec] = tbase(scalefactor) [Z,refvec] = tbase(scalefactor,latlim,lonlim)</pre>
<b>Description</b>	<p>[Z,refvec] = tbase(scalefactor) reads the data for the entire world, reducing the resolution of the data by the specified scale factor. The result is returned as a regular data grid and an associated three-element referencing vector.</p> <p>[Z,refvec] = tbase(scalefactor,latlim,lonlim) reads the data for the part of the world within the latitude and longitude limits. The limits must be two-element vectors in units of degrees.</p>
<b>Background</b>	TerrainBase is a global model of terrain and bathymetry on a regular 5-minute grid (approximately 10 km resolution). It is a compilation of the public domain data from almost 20 different sources, including the DCW-DEM and ETOPO5. The data set was created by the National Geophysical Data Center and World Data Center-A for Solid Earth Geophysics in Boulder, Colorado.

---

**Note** For details on locating map data for download over the Internet, see the following documentation at the MathWorks Web site: “Finding Geospatial Data”.

---

## Examples **Read Data for the Entire World But Read Every 10th Point**

Set the scale factor to read every 10th point.

```
scalefactor = 10;
```

Read the data and view the size of the returned variables.

```
[Z,refvec] = tbase(scalefactor);
whos Z refvec
```

Name	Size	Bytes	Class
Z	216x432	746496	double array
refvec	1x3	24	double array

Determine the latitude and longitude limits of the geographic quadrangle bounding the data grid.

```
limitm(Z,refvec)
```

```
ans =
```

```
          -90          90        -180          180
```

## Read Data for a Region at Full Resolution

Set the scale factor to 1 and set the longitude and latitude limits. This example reads the data for Korea and Japan.

```
scalefactor = 1;  
latlim = [30 45];  
lonlim = [115 145];
```

Read the data and view the size of the returned variables.

```
[Z,refvec] = tbase(scalefactor,latlim,lonlim);  
whos
```

Name	Size	Bytes	Class
Z	180x360	518400	double array
refvec	1x3	24	double array

## See Also

[gtopo30](#) | [etopo](#) | [usgsdem](#)

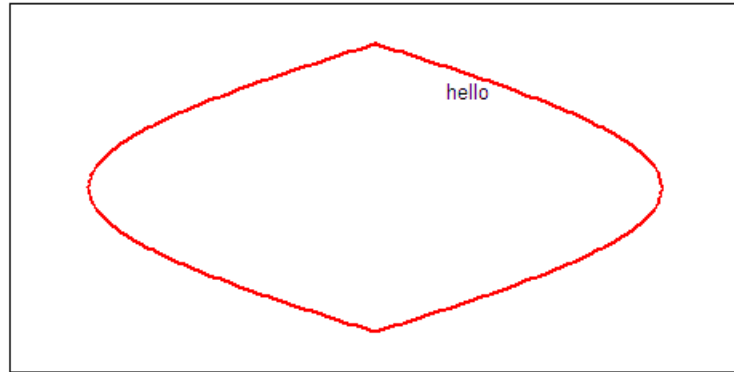
---

<b>Purpose</b>	Project text annotation on map axes
<b>Syntax</b>	<pre>textm(lat,lon,string) textm(lat,lon,z,string) textm(lat,lon,z,string,PropertyName,PropertyValue,...) h = textm(...)</pre>
<b>Description</b>	<p><code>textm(lat,lon,string)</code> projects the text in <code>string</code> onto the current map axes at the locations specified by the <code>lat</code> and <code>lon</code>. The units of <code>lat</code> and <code>lon</code> must match the 'angleunits' property of the map axes. If <code>lat</code> and <code>lon</code> contain multiple elements, <code>textm</code> places a text object at each location. In this case <code>string</code> may be a cell array of strings with the same number of elements as <code>lat</code> and <code>lon</code>. (For backward compatibility, <code>string</code> may also be a 2-D character array such that <code>size(string,1)</code> matches <code>numel(lat)</code>).</p> <p><code>textm(lat,lon,z,string)</code> draws the text at the altitude(s) specified in <code>z</code>, which must be the same size as <code>lat</code> and <code>lon</code>. The default altitude is 0.</p> <p><code>textm(lat,lon,z,string,PropertyName,PropertyValue,...)</code> sets the text object properties. All properties supported by the MATLAB text function are supported by <code>textm</code>.</p> <p><code>h = textm(...)</code> returns the handles to the text objects drawn.</p>
<b>Tips</b>	You may be working with scalar <code>lat</code> and <code>lon</code> data or vector <code>lat</code> and <code>lon</code> data. If you are in scalar mode and you enter a cell array of strings, you will get a text object with a multiline string. Also note that vertical slash characters, rather than producing multiline strings, will yield a single line string containing vertical slashes. On the other hand, if <code>lat</code> and <code>lon</code> are nonscalar, then the size of the cell array input must match their size exactly.
<b>Examples</b>	<p>The feature of <code>textm</code> that distinguishes it from the standard MATLAB text function is that the text object is projected appropriately. Type the following:</p> <pre>axesm sinusoid</pre>

# textm

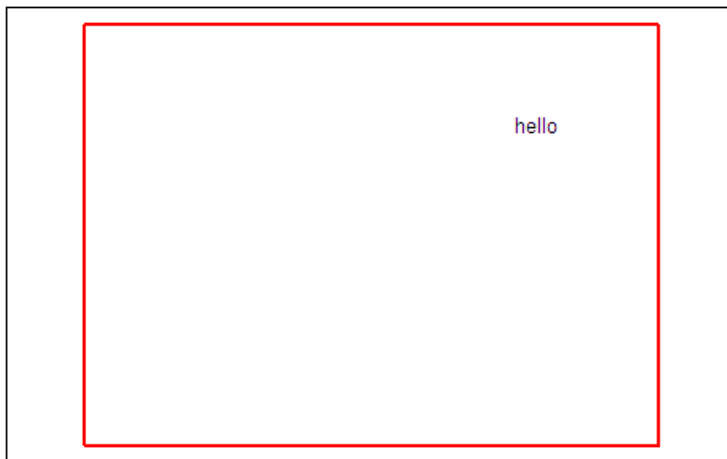
---

```
framem('FEdgeColor','red')  
textm(60,90,'hello')
```



```
figure; axesm miller  
framem('FEdgeColor','red')  
textm(60,90,'hello')
```





The string 'hello' is placed at the same geographic point, but it appears to have moved relative to the axes because of the different projections. If you change the projection using the `setm` function, the text moves as necessary. Use `text` to fix text objects in the axes independent of projection.

## See Also

`axesm` | `text`

# tgrline

---

**Purpose** Read TIGER/Line data

---

**Note** `tgrline` will be removed in a future version. More recent TIGER/Line data sets are available in shapefile format and can be imported using `shaperead`.

---

**Syntax**

```
[CL,PR,SR,RR,H,AL,PL] = tgrline(filename)
[CL,PR,SR,RR,H,AL,PL] = tgrline(filename,year)
[CL,PR,SR,RR,H,AL,PL] = tgrline(filename,year,countyname)
```

**Description** `[CL,PR,SR,RR,H,AL,PL] = tgrline(filename)` reads a set of 1994 TIGER/Line files which share the same filename, but different extensions. The results are returned in a set of Mapping Toolbox display structures tagged with feature names and containing:

- county boundaries (CL)
- primary roads (PR)
- secondary roads (SR)
- railroads (RR)
- hydrography (H)
- area landmarks (AL)
- point landmarks (PL)

`[CL,PR,SR,RR,H,AL,PL] = tgrline(filename,year)` reads the TIGER line files in the format from that year. The layout of TIGER/Line files is updated periodically and filename extensions may change from year to year. Valid years are 1990, 1992, 1994, 1995, 1999, 2000, 2002, 2003, and 2004.

`[CL,PR,SR,RR,H,AL,PL] = tgrline(filename,year,countyname)` uses the string `countyname` to tag the county data.

## Background

The United States Census Bureau distributes TIGER/Line data over the Internet and via CD-ROM or DVD.

TIGER/Line files contain vector map data used to support mapping for the U.S. Census Bureau. TIGER is an acronym for Topographically Integrated Geographic Encoding and Referencing. These files contain data for political boundaries, including states, counties, Indian reservations, and census tracts, as well as roads, railroads, hydrography, and landmarks. In addition to the geographically referenced information, the files also contain data to determine the address of an object. The data covers the United States of America and its territories or administrative units: Puerto Rico, the Virgin Islands of the United States, American Samoa, Guam, the Commonwealth of the Northern Mariana Islands, the Republic of Palau, the other Pacific entities that were part of the Trust Territory of the Pacific Islands (the Republic of the Marshall Islands and the Federated States of Micronesia), and the Midway Islands. The most common application of this data is to commercial CD-ROM road atlases.

TIGER/Line is a registered trademark of the United States Census Bureau.

## Tips

This function reads only a subset of the data in the TIGER/Line files. For example, the function does not return local roads, zip codes, or census tract numbers.

Data are returned as Mapping Toolbox display structures, which you can then update to geographic data structures. For information about display structure format, see “Version 1 Display Structures” on page 1-184 in the reference page for `displaym`. The `updategeostruct` function performs such conversions.

## Examples

Read from the data for Washington, D.C.:

```
[CL,PR,SR,RR,H,AL,PL] = tgrline('TGR11001',1994,'Wash,DC');
```

## See Also

`shaperead` | `updategeostruct`

# tightmap

---

**Purpose** Remove white space around map

**Syntax** `tightmap`

**Description** `tightmap` sets the axis limits to be tight around the map in the current axes. This eliminates or reduces the white border between the map frame and the axes box. Use `axis auto` to undo `tightmap`.

**Tips** The axis limits are fixed. If a change in the projection parameters changes the size or position of the map display within the projected coordinate system, execute `tightmap` again. Also note that `tightmap` needs to be re-applied following any call to `setm` that causes projected map objects to be re-projected.

The `tightmap` function performs no action on a 'globe' map axes.

**Examples** Display a map of Africa. Notice the white space between the map frame and the edge of the axes box.

```
axesm('miller','maplatlim',[-40 40],'maplonlim',[-20 60])
framem; gridm; mlabel; plabel
load coast
plotm(lat, long)
```

Now use `tightmap` to reduce the wasted space:

```
tightmap
```

**See Also** `panzoom` | `zoom` | `paperscale` | `axesscale` | `previewmap`

**Purpose** Time zone based on longitude

**Syntax**

```
[zd,zltr,zone] = timezone(long)
[zd,zltr,zone] = timezone(long,units)
```

**Description** [zd,zltr,zone] = timezone(long) returns an integer zone description, zd, an alphabetical string zone indicator, zltr, and a string, zone, with the complete zone description and alphabetical zone indicator corresponding to the input longitude long.

[zd,zltr,zone] = timezone(long,units) specifies the angular units with a standard angle *units* string. The default value is 'degrees'. Valid *units* are:

- 'degrees' — decimal degrees
- 'radians'

**Examples** Given that it is locally 1330 (1:30 p.m.) at a longitude of 75°W, determine GMT:

```
[zd,zltr,zone] = timezone(-75,'degrees')
```

```
zd =
     5
zltr =
R
zone =
+5 R
```

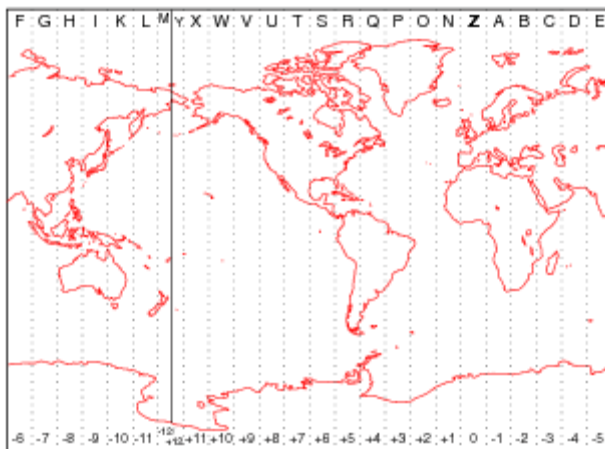
Greenwich Mean Time (GMT) is 1330 plus five hours, or 1830 (6:30 p.m.).

**Background** Time is determined by the position of the Sun relative to the prime meridian, the zero longitude line running through Greenwich, England. When this meridian lies directly below the Sun, it is noon GMT. For local times elsewhere, the Earth is divided into 15° longitude bands, each centered on a central meridian. When a central meridian lies

# timezone

---

directly below the Sun, Local Mean Time (LMT) in that zone is noon. The zone description is an integer that when added to LMT gives GMT. For notational convenience, each zone is also given an alphabetical indicator. The indicator at Greenwich is Z, so GMT is often called *ZULU time*.



Note that there are actually 25 time zones, because the zone centered on the International Date Line (180° E/W) is split into two: “+12 Y” and “-12 M.”

## Limitations

National and local governments set their own time zone boundaries for political or geographic convenience. The `timezone` function does not account for statutory deviations from the meridian-based system.

**Purpose**

Project Tissot indicatrices on map axes

**Syntax**

```
h = tissot
h = tissot(spec)
h = tissot(spec,linestyle)
h = tissot(linestyle)
h = tissot(spec,PropertyName,PropertyValue,...)
h = tissot(linestyle,PropertyName,PropertyValue,...)
```

**Description**

`h = tissot` plots the default Tissot diagram, as described above, on the current map axes and returns handles for the displayed indicatrices.

`h = tissot(spec)` allows you to specify plotting parameters of the displayed Tissot diagram as described above.

`h = tissot(spec,linestyle)` and `h = tissot(linestyle)` specify any *linestyle* string recognized by the standard MATLAB line function to set the line style of the Tissot indicatrices.

`h = tissot(spec,PropertyName,PropertyValue,...)` and `h = tissot(linestyle,PropertyName,PropertyValue,...)` allow the specification of any property and value recognized by the line function.

**Background**

Tissot indicatrices are plotting symbols that are useful for understanding the various distortions of a given map projection. The indicatrices are circles of identical true radius on the Earth's surface. When plotted on a map projection, they indicate whether the projection has certain features. If the plotted indicatrices all enclose the same area, the projection is equal area (for example, a Sinusoidal projection would have this feature). If they all remain circular, then conformality is indicated (a Mercator projection has this property). Distortions in meridional or parallel distance are exhibited by flattened or stretched indicatrices. Many projections will show very even, circular indicatrices in some regions, often near the center, and wildly distorted indicatrices in others, such as near the edges. The Tissot diagram is therefore very useful in analyzing the appropriateness of a projection to a given purpose or region.

The general layout of the Tissot diagram is defined by the specification vector `spec`.

```
spec = [Radius]
spec = [Latint,Longint]
spec = [Latint,Longint,Radius]
spec = [Latint,Longint,Radius,Points]
```

`Radius` is the small circle radius of each indicatrix circle. If entered, it should be in the same units as the map axes `Geoid`. The default radius is 1/10th the radius of the sphere.

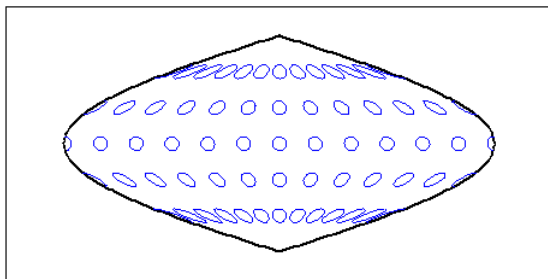
`Latint` is the latitude interval between indicatrix circle centers. If entered it should be in the map axes `AngleUnits`. The default value is one circle every 30° of latitude (that is, 0°, +/-30°, etc.).

`Longint` is the longitude interval between indicatrix circle centers. If entered it should be in the map axes `AngleUnits`. The default value is one circle every 30° of longitude (that is, 0°, +/-30°, etc.).

`Points` is the number of plotting points per circle. The default is 100 points.

## Examples

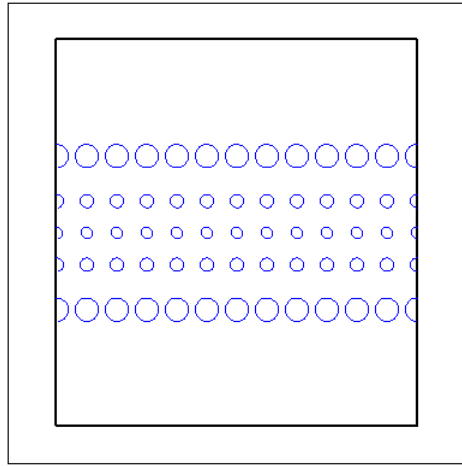
```
axesm sinusoid; framem
tissot
```



The Sinusoidal projection is equal area.

```
setm(gca,'MapProjection','Mercator')
```





The Mercator projection is conformal.

**See Also**

`mdistort` | `distortcalc`

**How To**

- “Supported Map Projections”

# toDegrees

---

**Purpose** Convert angles to degrees

**Syntax** `[angle1InDegrees, angle2InDegrees, ...] = toDegrees(fromUnits, angle1, angle2, ...)`

**Description** `[angle1InDegrees, angle2InDegrees, ...] = toDegrees(fromUnits, angle1, angle2, ...)` converts `angle1`, `angle2`, ... to degrees from the specified angle units. *fromUnits* can be either 'degrees' or 'radians' and may be abbreviated. The inputs `angle1`, `angle2`, ... and their corresponding outputs are numeric arrays of various sizes, with `size(angleNinDegrees)` matching `size(angleN)`.

**See Also** `fromDegrees` | `fromRadians` | `radtodeg` | `toRadians`

**Purpose** Convert angles to radians

**Syntax** `[angle1InRadians, angle2InRadians, ...] = toRadians(fromUnits, angle1, angle2, ...)`

**Description** `[angle1InRadians, angle2InRadians, ...] = toRadians(fromUnits, angle1, angle2, ...)` converts `angle1`, `angle2`, ... to radians from the specified angle units. *fromUnits* can be either 'degrees' or 'radians' and may be abbreviated. The inputs `angle1`, `angle2`, ... and their corresponding outputs are numeric arrays of various sizes, with `size(angleNinRadians)` matching `size(angleN)`.

**See Also** `degtorad` | `fromDegrees` | `fromRadians` | `toDegrees`

**Purpose** Track segments to connect navigational waypoints

**Syntax**

```
[latrk,lonrk] = track(waypts)
[latrk,lonrk] = track(waypts,units)
[latrk,lonrk] = track(lat,lon)
[latrk,lonrk] = track(lat,lon,ellipsoid)
[latrk,lonrk] = track(lat,lon,ellipsoid,units,npts)
[latrk,lonrk] = track(method,lat,...)
trkpts = track(lat,lon...)
```

**Description** [latrk,lonrk] = track(waypts) returns points in latrk and lonrk along a track between the waypoints provided in navigational track format in the two-column matrix `waypts`. The outputs are column vectors in which successive segments are delineated with NaNs.

[latrk,lonrk] = track(waypts,units) specifies the units of the inputs and outputs, where *units* is any valid angle unit string. The default is 'degrees'.

[latrk,lonrk] = track(lat,lon) allows the user to input the waypoints in two vectors, lat and lon.

[latrk,lonrk] = track(lat,lon,ellipsoid) specifies the shape of the Earth using `ellipsoid`, which can be a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form [semimajor\_axis eccentricity]. The default ellipsoid is a unit sphere

[latrk,lonrk] = track(lat,lon,ellipsoid,units,npts) establishes how many intermediate points are to be calculated for every track segment. By default, `npts` is 30.

[latrk,lonrk] = track(*method*,lat,...) establishes the logic to be used to determine the intermediate points along the track between waypoints. Because this is a navigationally motivated function, the default method is 'rh', which results in rhumb line logic. Great circle logic can be specified with 'gc'.

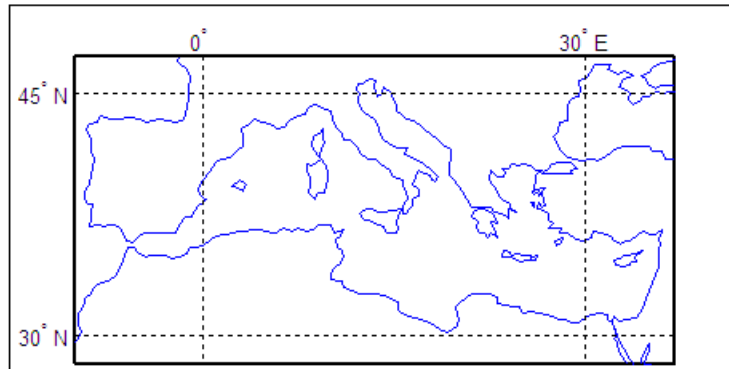
`trkpts = track(lat,lon...)` compresses the output into one two-column matrix, `trkpts`, in which the first column represents latitudes and the second column, longitudes.

## Examples

The `track` function is useful for generating data in order to display tracks. Lieutenant Sextant is the navigator of the USS Neversail. He is charged with plotting a track to take Neversail from the Straits of Gibraltar to Port Said, Egypt, the northern end of the Suez Canal. He has picked appropriate waypoints and now would like to display the track for his captain's approval.

First, display a chart of the Mediterranean Sea:

```
load coast
axesm('mercator','MapLatLimit',[28 47],'MapLonLimit',[-10 37],...
      'Grid','on','Frame','on','MeridianLabel','on','ParallelLabel','on')
geoshow(lat,long,'DisplayType','line','color','b')
```



These are the waypoints Lt. Sextant has selected:

```
waypoints = [36,-5; 36,-2; 38,5; 38,11; 35,13; 33,30; 31.5,32]
```

```
waypoints =
```

# track

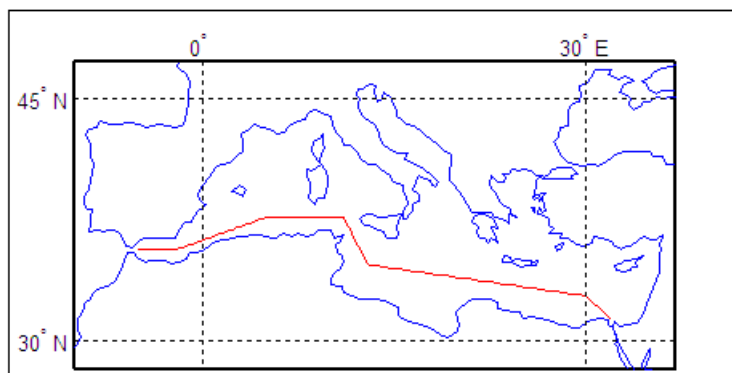
---

```
36.0000  -5.0000
36.0000  -2.0000
38.0000   5.0000
38.0000  11.0000
35.0000  13.0000
33.0000  30.0000
31.5000  32.0000
```

Now display the track:

```
[lptrk,lptrk] = track('rh',waypoints,'degrees');
geoshow(lptrk,lptrk,'DisplayType','line','color','r')
```

With a display this clear, the captain gladly approves the plan.



## See Also

[dreckon](#) | [gcwaypts](#) | [legs](#) | [navfix](#)

**Purpose**

Geographic tracks from starting point, azimuth, and range

**Syntax**

```
[lat,lon] = track1(lat0,lon0,az)
[lat,lon] = track1(lat0,lon0,az,arclen)
[lat,lon] = track1(lat0,lon0,az,arclen,ellipsoid)
[lat,lon] = track1(lat0,lon0,az,angleunits)
[lat,lon] = track1(lat0,lon0,az,arclen,angleunits)
[lat,lon] =
track1(lat0,lon0,az,arclen,ellipsoid,angleunits)
[lat,lon] =
track1(lat0,lon0,az,arclen,ellipsoid,angleunits,npts)
[lat,lon] = track1(trackstr,...)
mat = track1(...)
```

**Description**

`[lat,lon] = track1(lat0,lon0,az)` computes complete great circle tracks on a sphere starting at the point `lat0,lon0` and proceeding along the input azimuth, `az`. The inputs can be scalar or column vectors.

`[lat,lon] = track1(lat0,lon0,az,arclen)` uses the input `arclen` to specify the arc length of the great circle track. `arclen` is specified in units of degrees of arc. If `arclen` is a column vector, then the track is computed from the starting point, with positive distance measured easterly. If `arclen` is a two column matrix, then the track is computed starting at the range in the first column and ending at the range in the second column. If `arclen = []`, then the complete track is computed.

`[lat,lon] = track1(lat0,lon0,az,arclen,ellipsoid)` computes the track along a geodesic arc on the ellipsoid defined by the input `ellipsoid`, which can be a `referenceSphere`, `referenceEllipsoid`, or `oblateSpheroid` object, or a vector of the form `[semimajor_axis eccentricity]`. `arclen` must be expressed in length units that match the units of the semimajor axis — unless `ellipsoid` is `[]` or the semimajor axis length is zero. In these special cases, `arclen` is assumed to be in degrees of arc and the tracks are computed on a sphere, as in the preceding syntax.

```
[lat,lon] = track1(lat0,lon0,az,angleunits),
[lat,lon] = track1(lat0,lon0,az,arclen,angleunits), and
```

```
[lat,lon] =  
track1(lat0,lon0,az,arclen,ellipsoid,angleunits) use the  
string angleunits to specify the angle units of the inputs and outputs.  
angleunits can equal 'degrees' or 'radians'.
```

```
[lat,lon] =  
track1(lat0,lon0,az,arclen,ellipsoid,angleunits,npts)  
uses the scalar input npts to specify the number of points per  
track. The default value of npts is 100.
```

```
[lat,lon] = track1(trackstr,...) uses the string trackstr to  
define either a great circle or rhumb line track. trackstr can equal  
'gc' or 'rh'. If trackstr is 'gc', then either great circle (given  
a sphere) or geodesic (given an ellipsoid) tracks are computed. If  
trackstr is 'rh', then the rhumb line tracks are computed.
```

```
mat = track1(...) returns a single output argument mat such that  
mat = [lat lon]. This is useful if only a single track is computed.
```

Multiple tracks can be defined from a single starting point by providing scalar `lat0` and `lon0` and column vectors for `az` and `arclen`.

## Definitions

A path along the surface of the Earth connecting two points is a *track*. Two types of track lines are of interest geographically, *great circles* and *rhumb lines*. Great circles represent the shortest possible path between two points. Rhumb lines are paths with constant angular headings. They are not, in general, the shortest path between two points.

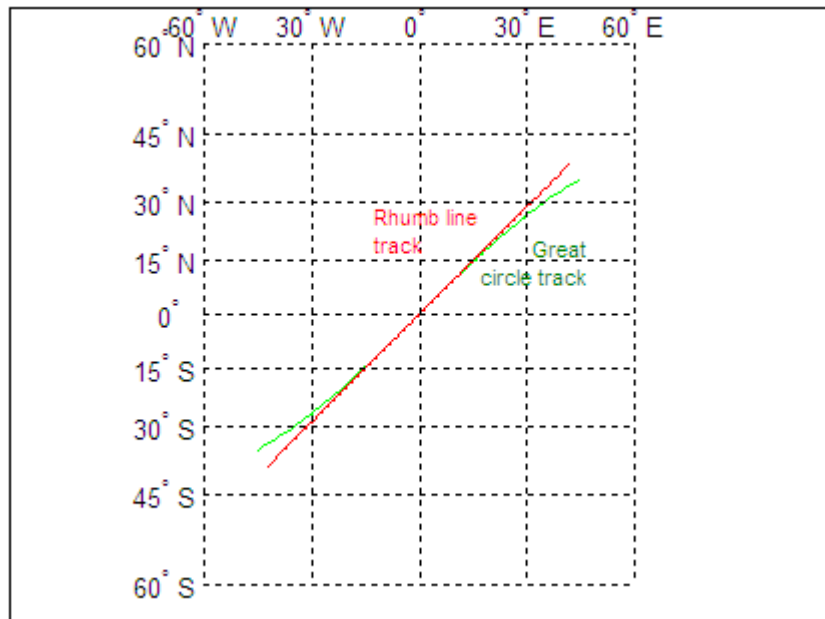
Full great circles bisect the Earth; the ends of the track meet to form a complete circle. Rhumb lines with true east or west azimuths are parallels; the ends also meet to form a complete circle. All other rhumb lines terminate at the poles; their ends do not meet.

## Examples

```
% Set up the axes.  
axesm('mercator','MapLatLimit',[-60 60],'MapLonLimit',[-60 60])  
gridm on; plabel on; mlabel on;  
  
% Plot the great circle track in green.  
[latrkgc,lonrkgc] = track1(0,0,45,[-55 55]);
```



```
plotm(lattrkgc,lontrkgc,'g')  
  
% Plot the rhumb line track in red.  
[lattrkrh,lontrkrh] = track1('rh',0,0,45,[-55 55]);  
plotm(lattrkrh,lontrkrh,'r')
```

**See Also**

[azimuth](#) | [distance](#) | [reckon](#) | [scircle1](#) | [scircle2](#) | [track](#) | [track2](#) | [trackg](#)

# track2

---

## Purpose

Geographic tracks from starting and ending points

## Syntax

```
[lat,lon] = track2(lat1,lon1,lat2,lon2)
[lat,lon] = track2(lat1,lon1,lat2,lon2,ellipsoid)
[lat,lon] = track2(lat1,lon1,lat2,lon2,units)
[lat,lon] = track2(lat1,lon1,lat2,lon2,ellipsoid,units)
[lat,lon] =
track2(lat1,lon1,lat2,lon2,ellipsoid,units,npts)
[lat,lon] = track2(track,...)
mat = track2(...)
```

## Description

[lat,lon] = track2(lat1,lon1,lat2,lon2) computes great circle tracks on a sphere starting at the point lat1,lon1 and ending at lat2,lon2. The inputs can be scalar or column vectors.

[lat,lon] = track2(lat1,lon1,lat2,lon2,ellipsoid) computes the great circle track on the ellipsoid defined by the input ellipsoid. ellipsoid is a referenceSphere, referenceEllipsoid, or oblateSpheroid object, or a vector of the form [semimajor\_axis eccentricity]. If ellipsoid = [], a sphere is assumed.

[lat,lon] = track2(lat1,lon1,lat2,lon2,units) and [lat,lon] = track2(lat1,lon1,lat2,lon2,ellipsoid,units) are both valid calling forms, which use the input string units to define the angle units of the inputs and outputs. If the input string units is omitted, 'degrees' is assumed.

[lat,lon] = track2(lat1,lon1,lat2,lon2,ellipsoid,units,npts) uses the scalar input npts to determine the number of points per track computed. The default value of npts is 100.

[lat,lon] = track2(track,...) uses the track string to define either a great circle or a rhumb line track. If track = 'gc', then great circle tracks are computed. If track = 'rh', then rhumb line tracks are computed. If the track string is omitted, 'gc' is assumed.

mat = track2(...) returns a single output argument where mat = [lat lon]. This is useful if a single track is computed. Multiple tracks

can be defined from a single starting point by providing scalar inputs for `lat1`, `lon1` and column vectors for `lat2`, `lon2`.

## Definitions

A path along the surface of the Earth connecting two points is a *track*. Two types of track lines are of interest geographically, *great circles* and *rhumb lines*. Great circles represent the shortest possible path between two points. Rhumb lines are paths with constant angular headings. They are not, in general, the shortest path between two points.

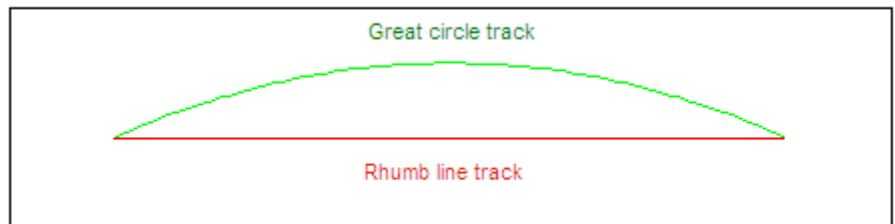
## Examples

```
% Set up the axes.
axesm('mercator','MapLatLimit',[30 50],'MapLonLimit',[-40 40])

% Calculate the great circle track.
[lattrkgc,lontrkgc] = track2(40,-35,40,35);

% Calculate the rhumb line track.
[lattrkrh,lontrkrh] = track2('rh',40,-35,40,35);

% Plot both tracks.
plotm(lattrkgc,lontrkgc,'g')
plotm(lattrkrh,lontrkrh,'r')
```



## See Also

[azimuth](#) | [distance](#) | [reckon](#) | [scircle1](#) | [scircle2](#) | [track](#) | [track1](#) | [trackg](#)

**Purpose** Great circle or rhumb line defined via mouse input

**Syntax**

```
h = trackg(ntrax)
h = trackg(ntrax,npts)
h = trackg(ntrax,linestyle)
h = trackg(ntrax,PropertyName,PropertyValue,...)
[lat,lon] = trackg(ntrax,npts,...)
h = trackg(track,ntrax,...)
```

**Description**

`h = trackg(ntrax)` brings forward the current map axes and waits for the user to make ( $2 \times ntrax$ ) mouse clicks. The output `h` is a vector of handles for the `ntrax` track segments, which are then displayed.

`h = trackg(ntrax,npts)` specifies the number of plotting points to be used for each track segment. `npts` is 100 by default.

`h = trackg(ntrax,linestyle)` specifies the line style for the displayed track segments, where *linestyle* is any line style string recognized by the standard MATLAB line function.

`h = trackg(ntrax,PropertyName,PropertyValue,...)` allows property name/property value pairs to be set, where *PropertyName* and *PropertyValue* are recognized by the line function.

`[lat,lon] = trackg(ntrax,npts,...)` returns the coordinates of the plotted points rather than the handles of the track segments. Successive segments are stored in separate columns of `lat` and `lon`.

`h = trackg(track,ntrax,...)` specifies the logic with which tracks are calculated. If the string *track* is 'gc' (the default), a great circle path is used. If *track* is 'rh', rhumb line logic is used.

This function is used to define great circles or rhumb lines for display using mouse clicks. For each track, two clicks are required, one for each endpoint of the desired track segment. You can modify the track after creation by **Shift**+clicking it. The track is then in edit mode, during which you can change the length and position by dragging control points, or by entering values into a control panel. **Shift**+clicking again exits edit mode.

**See Also**

[track1](#) | [track2](#) | [scircleg](#)

# trimcart

---

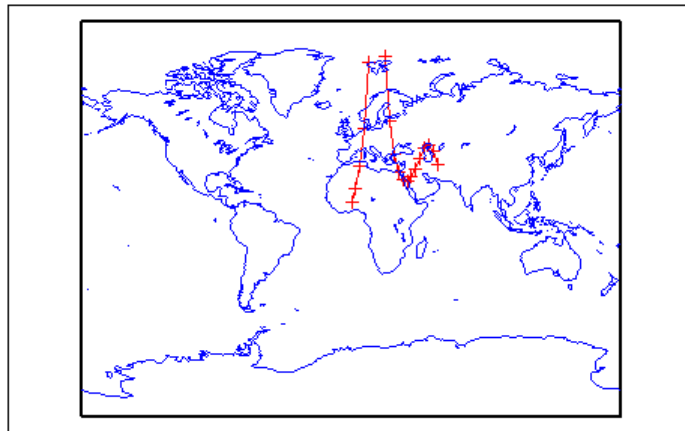
**Purpose** Trim graphic objects to map frame

**Syntax** trimcart(h)

**Description** trimcart(h) clips the graphic objects to the map frame. h can be a handle or a vector of handles to graphics objects. h can also be any object name recognized by handlem. trimcart clips lines, surfaces, and text objects.

**Examples**

```
figure; axesm('miller')
framem
[x, y] = humps(0:.05:1);
h = plot(x, y/25, 'r+-');
load coast
geoshow(lat, long)
trimcart(h)
```



**Limitations** trimcart does not trim patch objects.

**See Also** handlem | makemapped

---

<b>Purpose</b>	Trim map data exceeding projection limits
<b>Syntax</b>	<code>[ymat,xmat,trimpts] = trimdata(ymat,ylim,xmat,xlim,'object')</code>
<b>Description</b>	<p><code>[ymat,xmat,trimpts] = trimdata(ymat,ylim,xmat,xlim,'object')</code> identifies points in map data that exceed projection limits. The projection limits are defined by the lower and upper inputs. The particular object to be trimmed is identified by the 'object' input.</p> <p>Allowable object strings are</p> <ul style="list-style-type: none"><li>• 'surface' for trimming graticules</li><li>• 'light' for trimming lights,</li><li>• 'line' for trimming lines</li><li>• 'patch' for trimming patches</li><li>• 'text' for trimming text object location points</li><li>• 'none' to skip all trimming operations</li></ul>
<b>See Also</b>	<code>clipdata</code>   <code>undotrim</code>   <code>undoclip</code>

# undoclip

---

**Purpose** Remove object clips introduced by `clipdata`

**Syntax** `[lat,long] = undoclip(lat,long,clippts,'object')`

**Description** `[lat,long] = undoclip(lat,long,clippts,'object')` removes the object clips introduced by `clipdata`. This function is necessary to properly invert projected data from the Cartesian space to the original latitude and longitude data points.

The input variable, `clippts`, must be constructed by the function `clipdata`.

Allowable object strings are

- 'surface' for trimming graticules
- 'light' for trimming lights
- 'line' for trimming lines
- 'patch' for trimming patches
- 'text' for trimming text object location points
- 'none' to skip all trimming operations

**See Also** `clipdata` | `trimdata` | `undotrim`



**Purpose** Remove object trims introduced by `trimdata`

**Syntax** `[ymat,xmat] = undotrim(ymat,xmat,trimpts,'object')`

**Description** `[ymat,xmat] = undotrim(ymat,xmat,trimpts,'object')` removes the object trims introduced by `trimdata`. This function is necessary to properly invert projected data from the Cartesian space to the original latitude and longitude data points.

The input variable, `trimpts`, must be constructed by the function `trimdata`.

Allowable object strings are

- 'surface' for trimming graticules
- 'light' for trimming lights
- 'line' for trimming lines
- 'patch' for trimming patches
- 'text' for trimming text object location points
- 'none' to skip all trimming operations

**See Also** `clipdata` | `trimdata` | `undoclip`

# unitsratio

---

**Purpose** Unit conversion factors

**Syntax** `ratio = unitsratio(to,from)`

**Description** `ratio = unitsratio(to,from)` returns the number of `to` units per one `from` unit. For example, `unitsratio('cm','m')` returns 100 because there are 100 centimeters per meter. The `unitsratio` function makes it easy to convert from one system of units to another. Specifically, if `x` is in units `from` and

`y = unitsratio(to, from) * x`

then `y` is in units `to`.

`to` and `from` can be any strings from the second column of one of the following tables (both must come from the same table). The variables `to` and `from` are case insensitive and can be either singular or plural.

## Units of Length

`unitsratio` recognizes the identifiers listed in the `validateLengthUnit` function.

## Units of Angle

`unitsratio` recognizes the following identifiers for converting units of angle:

Unit Name	String(s)
radian	'rad', 'radian(s)'
degree	'deg', 'degree(s)'

## Examples

```
% Approximate mean earth radius in meters
radiusInMeters = 6371000

% Conversion factor
feetPerMeter = unitsratio('feet', 'meter')

% Radius in (international) feet:
radiusInFeet = feetPerMeter * radiusInMeters
```

```
% The following prints a true statement for valid TO, FROM pairs:  
to   = 'feet';  
from = 'mile';  
sprintf('There are %g %s per %s.', unitsratio(to,from), to, from)
```

```
% The following prints a true statement for valid TO, FROM pairs:  
to   = 'degrees';  
from = 'radian';  
sprintf('One %s is %g %s.', from, unitsratio(to,from), to)
```

# unitstr

---

## Purpose

Check spatiotemporal unit strings and abbreviations

---

**Note** The `unitstr` function is obsolete and will be removed in a future release. The syntax `str = unitstr(str, 'times')` has already been removed.

---

## Syntax

```
unitstr
str = unitstr(str0, 'angles')
str = unitstr(str0, 'distances')
```

## Description

`unitstr`, with no arguments, displays a list of strings and abbreviations, recognized by certain Mapping Toolbox functions, for units of angle and length/distance.

`str = unitstr(str0, 'angles')` checks for valid angle unit strings or abbreviations. If a valid string or abbreviation is found, it is converted to a standardized, preset string. 'angles' can be abbreviated.

`str = unitstr(str0, 'distances')` checks for valid length unit strings or abbreviations. If a valid string or abbreviation is found, it is converted to a standardized, preset string. 'distances' can be abbreviated. Note that input strings 'miles' and 'mi' are converted to 'statutemiles'; there is no way to specify international miles in the `unitstr` function.

## Examples

This function recognizes and standardizes certain abbreviations:

```
str = unitstr('sm', 'distances')
```

```
str =
statutemiles
```

And any unique truncation:

```
str = unitstr('ra', 'angles')
```

str =  
radians

**See Also**

unitsratio

# unwrapMultipart

---

**Purpose** Unwrap vector of angles with NaN-delimited parts

**Syntax**  
`unwrapped = unwrapMultipart(p)`  
`unwrapped = unwrapMultipart(p,angleUnit)`

**Description** `unwrapped = unwrapMultipart(p)` unwraps a row or column vector of azimuths, longitudes, or phase angles. Input and output units are both radians. If `p` is separated into multiple parts delimited by values of NaN, each part is unwrapped independently. If `p` has only one part, the result is equivalent to `unwrap(p)`. The output is the same size as the input and has NaNs in the same locations.

`unwrapped = unwrapMultipart(p,angleUnit)` unwraps a row or column vector of azimuths, longitudes, or phase angles, where `angleUnit` specifies the unit used for the input and output angles: 'degrees' or 'radians'.

## Examples

### Example 1

Compare the behavior `unwrapMultipart` to that of `unwrap`. The output of `unwrapMultipart` starts over again at 6.11 following the NaN, unlike the output of `unwrap`. The output of `unwrapMultipart` is equivalent to a concatenation (with NaN-separator) of separate calls to `unwrap`:

```
p1 = [0.17      5.67      4.89      4.10];
p2 = [6.11      1.05      2.27];
unwrap([p1 NaN p2])

ans =
    0.1700   -0.6132   -1.3932   -2.1832     NaN   -0.1732    1.0500    2.2700

unwrapMultipart([p1 NaN p2])

ans =
    0.1700   -0.6132   -1.3932   -2.1832     NaN    6.1100    7.3332    8.5532

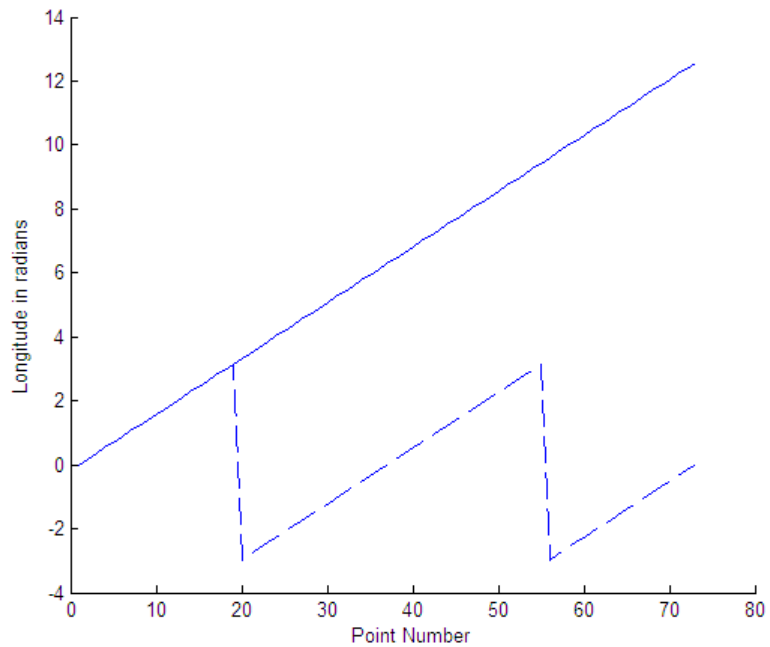
[unwrap(p1) NaN unwrap(p2)]
```

```
ans =  
    0.1700   -0.6132   -1.3932   -2.1832         NaN     6.1100     7.3332     8.5532
```

## Example 2

Wrap two revolutions of a sphere to  $\pi$  with `wrapToPi`, and then unwrap it with `unwrapMultipart`:

```
lon = wrapToPi(deg2rad(0:10:720));  
unwrappedlon = unwrapMultipart(lon);  
figure; hold on  
plot(lon, '--')  
plot(unwrappedlon)  
xlabel 'Point Number'  
ylabel 'Longitude in radians'
```



# unwrapMultipart

---

## See Also

[unwrap](#) | [wrapTo180](#) | [wrapTo360](#) | [wrapToPi](#) | [wrapTo2Pi](#)



## Purpose

Convert line or patch display structure to geostruct

## Syntax

```
geostruct = updategeostruct(displaystruct)
geostruct = updategeostruct(displaystruct, str)
[geostruct,symbolspec] = updategeostruct(displaystruct, ...)
[geostruct,symbolspec] = updategeostruct(displaystruct, ..., cmap)
```

## Description

`geostruct = updategeostruct(displaystruct)` accepts a Mapping Toolbox display structure `displaystruct`. If `displaystruct` is a vector display structure for which the 'type' field has value 'line' or 'patch', `updategeostruct` restructures its elements to create a `geostruct`, `geostruct`. If `displaystruct` is a already geographic data structure, it is copied unaltered to `geostruct`. `updategeostruct` does not update display structure arrays of type 'text', 'light', 'regular', or 'surface'.

`geostruct = updategeostruct(displaystruct, str)` selects only elements whose tag field begins with the string `str` (and whose type field is either 'line' or 'patch'). The selection is case insensitive.

`[geostruct,symbolspec] = updategeostruct(displaystruct, ...)` restructures a display structure and determines a `symbolspec` based on the graphic properties specified in the `otherproperty` field for each element of `displaystruct` and, if necessary, the `jet` colormap.

`[geostruct,symbolspec] = updategeostruct(displaystruct, ..., cmap)` specifies a colormap, `cmap`, to define the colors used in `symbolspec`.

## Tips

There are two Mapping Toolbox encodings for vector features that use MATLAB structure arrays. In both cases there is one feature per array element, and in both cases a given array's elements all held the same type of feature. Version 1.3.1 and earlier of the Mapping Toolbox software only supported Mapping Toolbox display structures. Version 2.0 introduced a data structure for vector geodata which was less rigidly defined and more open-ended. The new structures are called *geostructs* (if they contain geographic coordinate data) and *mapstructs* (if they contain projected coordinate data). Over time, display structures are

# updategeostruct

---

being phased out of the toolbox; the `updategeostruct` function is provided to help users migrate from the old display structure format to the current `geostruct`/`mapstruct` format.

A Version 1 Mapping Toolbox display structure is a MATLAB structure that can contain line, patch, text, regular data grid, geolocated data grid, and light objects. The `displaym` function does not accept `geostructs` produced by Version 2 of the Mapping Toolbox software.

Display structures for lines and patches and Line and Polygon `geostructs` have the following things in common:

- A field that specifies the type of feature geometry:
  - A `type` field a display structure (value: 'line' or 'patch')
  - A `Geometry` field for a `geostruct` (value: 'Line' or 'Polygon')
- A latitude field:
  - `lat` for a display structure
  - `Lat` for a `geostruct`
- A longitude field:
  - `long` for a display structure
  - `Lon` for a `geostruct`

In terms of their differences,

- A `geostruct` has a `BoundingBox` field; there is no display structure counterpart for this
- A `geostruct` typically has one or more “attribute” fields, whose values must be either scalar doubles or strings, with arbitrary field names. The presence or absence of a given attribute field—and its value—is dependent on the specific data set that the `geostruct` represents.
- A (line or patch) display structure has the following fields:
  - A `tag` field that names an individual feature or object
  - An altitude coordinate array that extends coordinates to 3-D

- An `otherproperty` field in which MATLAB graphics can be specified explicitly, on a per-feature basis

Object properties used in the display are taken from the `otherproperty` field of the structure. If a line or patch object's `otherproperty` field is empty, `displaym` uses default colors. A patch is assigned an index into the current colormap based on the structure's `tag` field. Lines are assigned colors from the current color order according to their tags.

The newer `geostruct` representation has significant advantages:

- It can represent a much wider range of attributes (display structures essentially can represent only a feature name).
- The `geostruct` representation (in combination with `geoshow` and `makesymbolspec`) keeps graphics display properties separate from the intrinsic properties of the geographic features themselves.

For example, a road-class attribute can be used to display major highways with a distinctive color and greater line width than secondary roads. The same geographic data structure can be displayed in many different ways, without altering any of its contents, and shapefile data imported from external sources need not be altered to control its graphic display.

For information about the display structure format, see “Version 1 Display Structures” on page 1-184 in the reference page for `displaym`. For a discussion of the characteristics of geographic data structures, see “Mapping Toolbox Geographic Data Structures” in the *Mapping Toolbox User's Guide*.

## Examples

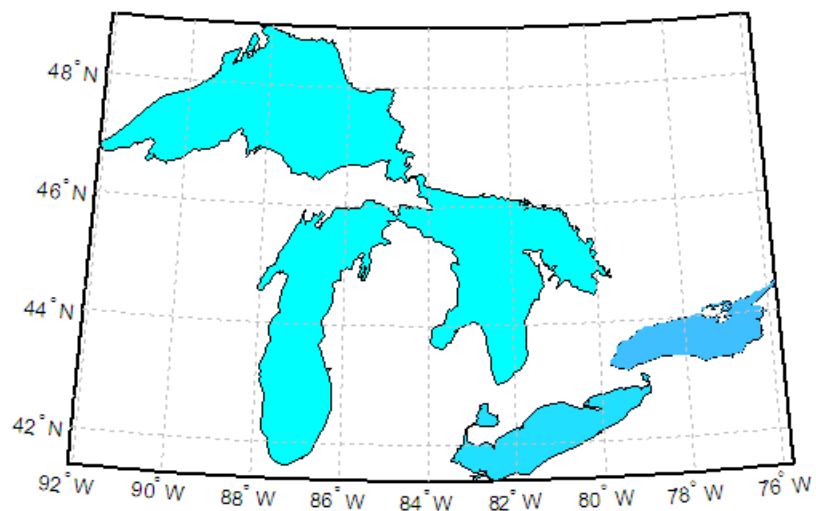
Update and display the Great Lakes display structure to a `geostruct`:

```
load greatlakes
cmap = cool(3*numel(greatlakes));
[gtlakes, spec] = updategeostruct(greatlakes, cmap);
lat = extractfield(gtlakes, 'Lat');
lon = extractfield(gtlakes, 'Lon');
lonlim = [min(lon) max(lon)];
latlim = [min(lat) max(lat)];
figure
```

# updategeostruct

---

```
usamap(latlim, lonlim);  
geoshow(gtlakes, 'SymbolSpec', spec)
```



## See Also

[displaym](#) | [geoshow](#) | [makesymbolspec](#) | [mapshow](#) | [mapview](#) | [shaperead](#)

**Purpose**

Construct map axes for United States of America

**Syntax**

```
usamap state
usamap(state)
usamap 'conus'
usamap('conus')
usamap
usamap(latlim, lonlim)
usamap(Z, R)
h = usamap(...)
h = usamap('all')
```

**Description**

`usamap state` or `usamap(state)` constructs an empty map axes with a Lambert Conformal Conic projection and map limits covering a U.S. state or group of states specified by input `state`. `state` may be a string or a cell array of strings, where each string contains the name of a state or 'District of Columbia'. Alternatively, `state` may be a standard two-letter U.S. Postal Service abbreviation. The map axes is created in the current axes and the axis limits are set tight around the map frame.

`usamap 'conus'` or `usamap('conus')` constructs an empty map axes for the conterminous 48 states (i.e. excluding Alaska and Hawaii).

`usamap` with no arguments asks you to choose from a menu of state names plus 'District of Columbia', 'conus', and 'all'.

`usamap(latlim, lonlim)` constructs an empty Lambert Conformal map axes for a region of the U.S. defined by its latitude and longitude limits in degrees. `latlim` and `lonlim` are two-element vectors of the form `[southern_limit northern_limit]` and `[western_limit eastern_limit]`, respectively.

`usamap(Z, R)` derives the map limits from the extent of a regular data grid georeferenced by `R`. `R` can be a geographic raster reference object, a referencing vector, or a referencing matrix.

If `R` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If `R` is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If `R` is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to/from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If `R` is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel.

`h = usamap(...)` returns the handle of the map axes.

`h = usamap('all')` constructs three empty axes, inset within a single figure, for the conterminous states, Alaska, and Hawaii, with a spherical Earth model and other projection parameters suggested by the U.S. Geological Survey. The maps in the three axes are shown at approximately the same scale. The handles for the three map axes are returned in `h`. `h(1)` is for the conterminous states, `h(2)` is for Alaska, and `h(3)` is for Hawaii. `usamap('allequal')` is the same as `usamap('all')`; usage of 'allequal' will be removed in a future release.

All axes created with `usamap` are initialized with a spherical Earth model having a radius of 6,371,000 meters.

## Tips

In some cases, `usamap` uses `tightmap` to adjust the axis limits tight around the map. If you change the projection, or just want more white space around the map frame, use `tightmap` again or `axis auto`.

`axes(h(n))`, where `n = 1, 2, or 3`, makes the desired axes current.

`set(h, 'Visible', 'on')` makes the axes visible.

`set(h, 'ButtonDownFcn', 'selectmoveresize')` allows interactive repositioning of the axes. `set(h, 'ButtonDownFcn', 'uimaptbx')` restores the Mapping Toolbox interfaces.

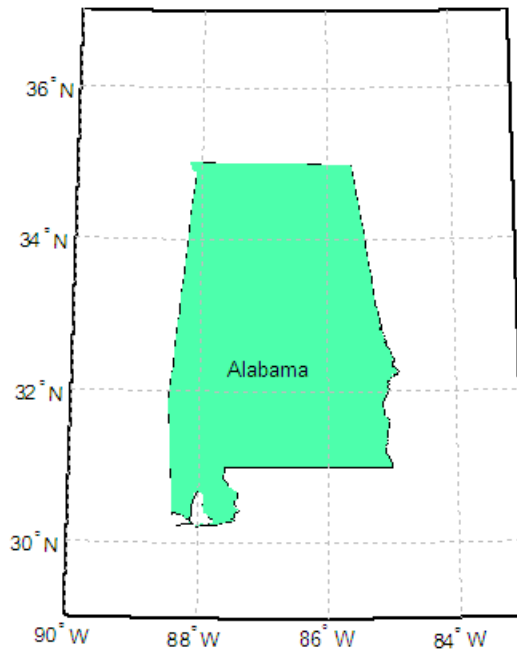
`axesscale(h(1))` resizes the axes containing Alaska and Hawaii to the same scale as the conterminous states.

## Examples

### Example 1

Make a map of Alabama only:

```
usamap('Alabama')
alabamahi = shaperead('usastatehi', 'UseGeoCoords', true,...
    'Selector',{@(name) strcmpi(name,'Alabama')}, 'Name');
geoshow(alabamahi, 'FaceColor', [0.3 1.0, 0.675])
textm(alabamahi.LabelLat, alabamahi.LabelLon, alabamahi.Name,...
    'HorizontalAlignment', 'center')
```



### Example 2

Map a region extending from California to Montana:

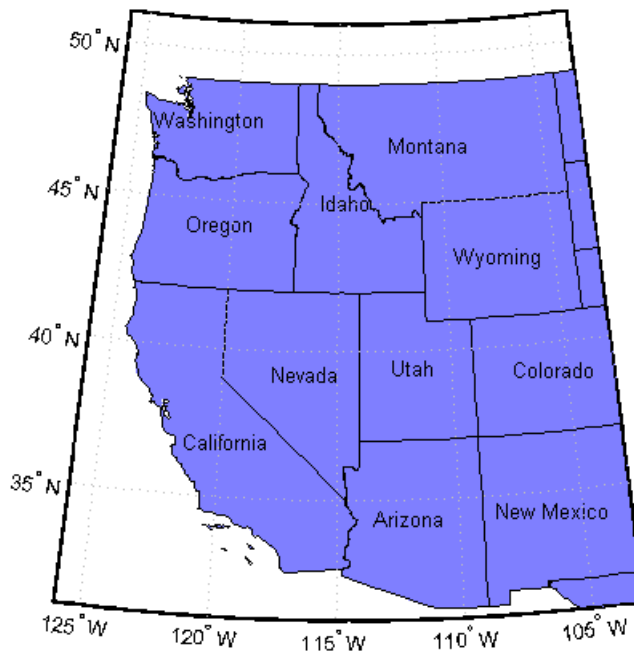
```
figure; ax = usamap({'CA','MT'});
```

# usamap

---

```
set(ax, 'Visible', 'off')
latlim = getm(ax, 'MapLatLimit');
lonlim = getm(ax, 'MapLonLimit');
states = shaperead('usastatehi',...
    'UseGeoCoords', true, 'BoundingBox', [lonlim, latlim]);
geoshow(ax, states, 'FaceColor', [0.5 0.5 1])

lat = [states.LabelLat];
lon = [states.LabelLon];
tf = ingeoquad(lat, lon, latlim, lonlim);
textm(lat(tf), lon(tf), {states(tf).Name}, ...
    'HorizontalAlignment', 'center')
```

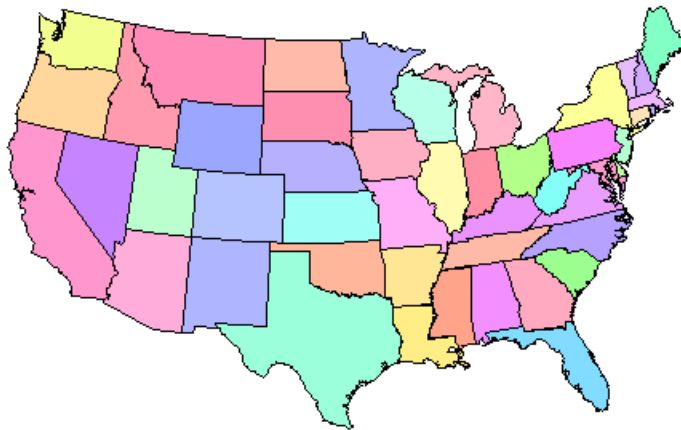




**Example 3**

Map the Conterminous United States with a different fill color for each state:

```
figure; ax = usamap('conus');
states = shaperead('usastatelo', 'UseGeoCoords', true,...
    'Selector',...
    {@(name) ~any(strcmp(name,{'Alaska','Hawaii'})), 'Name'});
faceColors = makesymbolspec('Polygon',...
    {'INDEX', [1 numel(states)], 'FaceColor', ...
    polcmap(numel(states))}); %NOTE - colors are random
geoshow(ax, states, 'DisplayType', 'polygon', ...
    'SymbolSpec', faceColors)
framem off; gridm off; mlabel off; plabel off
```

**Example 4**

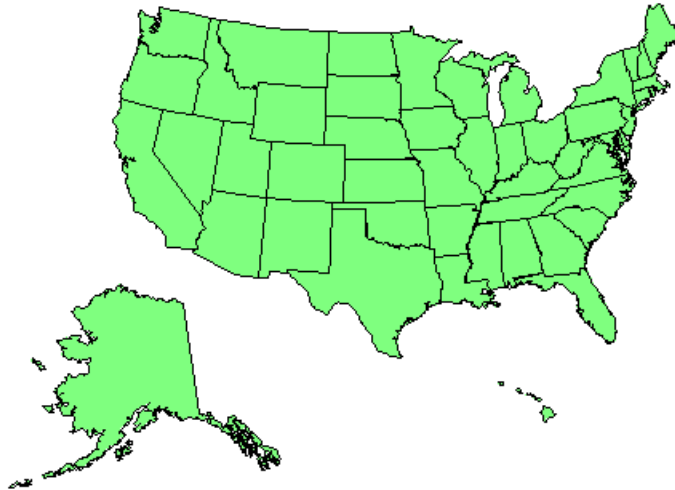
Map of the USA with separate axes for Alaska and Hawaii:

```
figure; ax = usamap('all');
set(ax, 'Visible', 'off')
```

# usamap

---

```
states = shaperead('usastatelo', 'UseGeoCoords', true);
names = {states.Name};
indexHawaii = strcmp('Hawaii',names);
indexAlaska = strcmp('Alaska',names);
indexConus = 1:numel(states);
indexConus(indexHawaii|indexAlaska) = [];
stateColor = [0.5 1 0.5];
geoshow(ax(1), states(indexConus), 'FaceColor', stateColor)
geoshow(ax(2), states(indexAlaska), 'FaceColor', stateColor)
geoshow(ax(3), states(indexHawaii), 'FaceColor', stateColor)
for k = 1:3
    setm(ax(k), 'Frame', 'off', 'Grid', 'off',...
        'ParallelLabel', 'off', 'MeridianLabel', 'off')
end
```



## See also

`axesm`, `axesscale`, `geoshow`, `paperscale`, `selectmoveresize`, `tightmap`, `worldmap`

**Purpose**

Read USGS 7.5-minute (30-m or 10-m) Digital Elevation Models

**Syntax**

```
[lat,lon,Z] = usgs24kdem
[lat,lon,Z] = usgs24kdem(filename)
[lat,lon,Z] = usgs24kdem(filename,samplefactor)
[lat,lon,Z] =
usgs24kdem(filename,samplefactor,latlim,lonlim)
[lat,lon,Z] =
...usgs24kdem(filename,samplefactor,latlim,lonlim,
    gsize)
[lat, lon, Z, header, profile] = usgs24kdem(...)
```

**Description**

[lat,lon,Z] = usgs24kdem reads a USGS 1:24,000 digital elevation map (DEM) file in standard format. The file is selected interactively. The entire file is read and subsampled by a factor of 5. A geolocated data grid is returned with a latitude array, lat, longitude array, lon, and elevation array, Z. Horizontal units are in degrees, vertical units may vary. The 1:24,000 series of DEMs are stored as a grid of elevations spaced either at 10 or 30 meters apart. The number of points in a file will vary with the geographic location.

[lat,lon,Z] = usgs24kdem(filename) reads the USGS DEM specified by filename and returns the result as a geolocated data grid.

[lat,lon,Z] = usgs24kdem(filename,samplefactor) reads a subset of the DEM data from filename. samplefactor is a scalar integer, which when equal to 1 reads the data at its full resolution. When samplefactor is an integer n greater than one, every nth point is read. If samplefactor is omitted or empty, it defaults to 5.

[lat,lon,Z] = usgs24kdem(filename,samplefactor,latlim,lonlim) reads a subset of the elevation data from filename. The limits of the desired data are specified as two-element vectors of latitude, latlim, and longitude, lonlim, in degrees. The elements of latlim and lonlim must be in ascending order. The data may extend somewhat outside the requested area. If limits are omitted, data for the entire area covered by the DEM file is returned.

# usgs24kdem

---

```
[lat,lon,Z] =  
...usgs24kdem(filename,samplefactor,latlim,lonlim, gsize)
```

specifies the graticule size in `gsize`. `gsize` is a two-element vector specifying the number of rows and columns in the latitude and longitude coordinated grid. If omitted, a graticule the same size as the geolocated data grid is returned. Use empty matrices for `latlim` and `lonlim` to specify the coordinated grid size without specifying the geographic limits.

```
[lat, lon, Z, header, profile] = usgs24kdem(...)
```

also returns the contents of the header and raw profiles of the DEM file. The `header` structure contains descriptions of the data from the file header. The `profile` structure is the raw profile data from which the geolocated data grid is constructed.

## Background

The U.S. Geological Survey has created a series of digital elevation models based on their paper 1:24,000 scale maps. The grid spacing for these elevations models is either 10 or 30 meters on a Universal Transverse Mercator grid. Each file covers a 7.5 minute quadrangle. The map and data series are available for much of the conterminous United States, Hawaii, and Puerto Rico. The data has been released in a number of formats. This function reads the data in the “standard” file format.

## Examples

Use the archived San Francisco South 24K DEM file `sanfranciscos.dem.gz`, which is provided in the Mapping Toolbox `mapdata` folder.

**1** Gunzip the file to a temporary folder:

```
filenames = gunzip('sanfranciscos.dem.gz', tempdir);  
demFilename = filenames{1};
```

**2** Read every other point of the 1:24,000 DEM file.

```
[lat, lon,Z,header,profile] = usgs24kdem(demFilename,2);
```

**3** Delete the temporary gunzipped file.

```
delete(demFilename);
```

- 4** As no negative elevations exist, move all points at sea level to -1 to color them blue:

```
Z(Z==0) = -1;
```

- 5** Compute the latitude and longitude limits for the DEM:

```
latlim = [min(lat(:)) max(lat(:))]
```

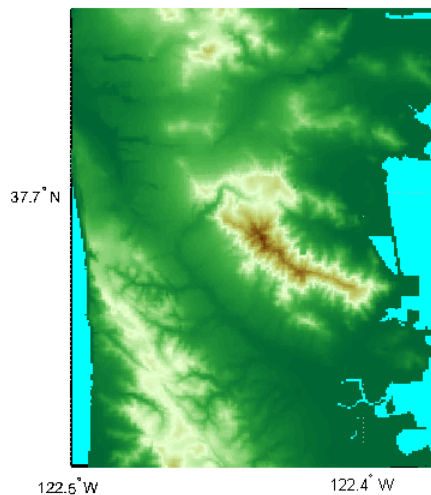
```
latlim =  
    37.6249    37.7504
```

```
lonlim = [min(lon(:)) max(lon(:))]
```

```
lonlim =  
   -122.5008   -122.3740
```

- 6** Display the DEM values:

```
figure  
usamap(latlim, lonlim)  
geoshow(lat, lon, Z, 'DisplayType','surface')  
demcmap(Z)  
daspectm('m',1)
```



## 7 Examine the metadata in the header:

header

```
header =  
      Quadranglename: 'SAN FRANCISCO SOUTH, CA  
                      BIG BASIN DEM'  
      TextualInfo: 'WMC           CTOG'  
      Filler: ''  
      ProcessCode: ''  
      Filler2: ''  
      SectionalIndicator: ''  
      MCoriginCode: ''  
      DEMlevelCode: 2  
      ElevationPatternCode: 'regular'  
      PlanimetricReferenceSystemCode: 'UTM'  
      Zone: 10  
      ProjectionParameters: [0 0 0 0 0 0 0 0 0 0 0 0 0 0 0]  
      HorizontalUnits: 'meters'  
      ElevationUnits: 'feet'
```

```

NsidesToBoundingBox: 4
  BoundingBox: [1x8 double]
MinMaxElevations: [0 1314]
  RotationAngle: 0
  AccuracyCode: 'accuracy information in record C'
XYZresolutions: [30 30 1]
  NrowsCols: [1 371]
  MaxPcontourInt: NaN
SourceMaxCintUnits: NaN
  SmallestPrimary: NaN
SourceMinCintUnits: NaN
  DataSourceDate: NaN
DataInspRevDate: NaN
  InspRevFlag: ''
DataValidationFlag: NaN
  SuspectVoidFlag: NaN
  VerticalDatum: NaN
  HorizontalDatum: NaN
  DataEdition: NaN
  PercentVoid: NaN

```

## Tips

This function reads USGS DEM files stored in the UTM projection. The function unprojects the grid back to latitude and longitude. Use `usgsdem` for data stored in geographic grids.

The number of points in a file varies with the geographic location. Unlike the USGS DEM products, which use an equal-angle grid, the UTM projection grid DEMs cannot simply be concatenated to cover larger areas. There can be data gaps between DEMs.

You can obtain the data files from the U.S. Geological Survey and from commercial vendors . Other agencies have made some local area data available online. See “Finding Geospatial Data”. The DEM files are ASCII files, and can be transferred as text. Line-ending conversion is not necessarily required.

## See Also

`demdataui` | `dted` | `gtopo30` | `tbase` | `etopo` | `usgsdem` | `usgsdems`

# usgsdem

---

<b>Purpose</b>	Read USGS 1-degree (3-arc-second) Digital Elevation Model
<b>Syntax</b>	<pre>[Z,refvec] = usgsdem(filename,scalefactor) [Z,refvec] = usgsdem(filename,scalefactor,latlim,lonlim)</pre>
<b>Description</b>	<p>[Z,refvec] = usgsdem(filename,scalefactor) reads the specified file and returns the data in a regular data grid along with referencing vector refvec, a 1-by-3 vector having elements [cells/degree north-latitude west-longitude] with latitude and longitude limits specified in degrees. The data can be read at full resolution (scalefactor = 1), or can be downsampled by the scalefactor. A scalefactor of 3 returns every third point, giving 1/3 of the full resolution.</p> <p>[Z,refvec] = usgsdem(filename,scalefactor,latlim,lonlim) reads data within the latitude and longitude limits. These limits are two-element vectors with the minimum and maximum values specified in units of degrees.</p>
<b>Background</b>	<p>The U.S. Geological Survey has made available a set of digital elevation maps of 1-degree quadrangles covering the contiguous United States, Hawaii, and limited portions of Alaska. The data is on a regular grid with a spacing of 30 arc-seconds (or about 100-meter resolution). 1-degree DEMs are also referred to as <i>3-arc-second</i> or <i>1:250,000 scale</i> DEM data.</p> <p>The data is derived from the U.S. Defense Mapping Agency's DTED-1 digital elevation model, which itself was derived from cartographic and photographic sources. The cartographic sources were maps from the 7.5-minute through 1-degree series (1:24,000 scale through 1:250,000 scale).</p>
<b>Tips</b>	<p>The grid for the digital elevation maps is based on the 1984 World Geodetic System (WGS84). Older DEMs were based on WGS72. Elevations are in meters relative to National Geodetic Vertical Datum of 1929 (NGVD 29) in the continental U.S. and local mean sea level in Hawaii.</p>



The absolute horizontal accuracy of the DEMs is 130 meters, while the absolute vertical accuracy is  $\pm 30$  meters. The relative horizontal and vertical accuracy is not specified, but is probably much better than the absolute accuracy.

These DEMs have a grid spacing of 3 arc-seconds in both the latitude and longitude directions. The exception is DEM data in Alaska, where latitudes between 50 and 70 degrees North have grid spacings of 6 arc-seconds, and latitudes greater than 70 degrees North have grid spacings of 9 arc-seconds.

Statistical data in the files is not returned.

You can obtain the data files from the U.S. Geological Survey and from commercial vendors. Other agencies have made some local area data available online.

---

**Note** For details on locating map data for download over the Internet, see the following documentation at the MathWorks Web site: “Finding Geospatial Data”.

---

## Examples

Read every fifth point in the file containing part of Rhode Island and Cape Cod:

```
[Z,refvec] = usgsdem('providence-e',5);
```

Read the elevation data for Martha’s Vineyard at full resolution:

```
[Z,refvec] = usgsdem('providence-e',1,...
    [41.2952 41.4826],[-70.8429 -70.4392]);
whos Z
```

Name	Size	Bytes	Class
Z	226x485	876880	double array

## See Also

usgs24kdem | gtopo30 | etopo | tbase | usgsdems

# usgsdems

---

**Purpose** USGS 1-degree (3-arc-sec) DEM filenames for latitude-longitude quadrangle

**Syntax** `[fname,qname] = usgsdems(latlim,lonlim)`

**Description** `[fname,qname] = usgsdems(latlim,lonlim)` returns cell arrays of the DEM filenames and quadrangle names covering the geographic region. The region is specified by scalar latitude and longitude points or two-element vectors of latitude and longitude limits in units of degrees.

**Background** The U.S. Geological Survey has made available a set of digital elevation maps of 1-degree quadrangles covering the contiguous United States, Hawaii, and limited portions of Alaska. These are referred to as *1-degree, 3-arc second* or *1:250,000 scale* DEMs. Because the filenames of these 1 degree data sets are taken from the names of cities or features in the quadrangle, determining the files needed to cover a particular region generally requires consulting an index map or other reference. This function takes the place of such a reference by returning the filenames for a given geographic region.

**Tips** This function only returns filenames for the contiguous United States.

**Examples** Which files are needed to map part of New England?

```
usgsdems([41 44], [-72 -69])
```

```
ans =  
    'providence-w'  
    'providence-e'  
    'chatham-w'  
    'boston-w'  
    'boston-e'  
    'portland-w'  
    'portland-e'  
    'bath-w'
```

**See Also**

usgsdem

# utmgeoid

---

**Purpose** Select ellipsoids for given UTM zone

**Syntax**

```
ellipsoid = utmgeoid,  
ellipsoid = utmgeoid(zone)  
[ellipsoid,ellipsoidstr] = utmgeoid(...)
```

**Description** The purpose of this function is to recommend a local ellipsoid for use with a given UTM zone, depending on the geographic location of that zone. Use it only if you are not using a global reference ellipsoid, such as the World Geodetic System (WGS) 1984 ellipsoid. In many cases, depending on your application, you should just use the output of `wgs84Ellipsoid`, or one of the other options available through `referenceEllipsoid`.

`ellipsoid = utmgeoid`, without any arguments, opens the `utmzoneui` interface for selecting a UTM zone. This zone is then used to return the recommended ellipsoid definitions for that particular zone.

`ellipsoid = utmgeoid(zone)` uses the input `zone` to return the recommended ellipsoid definitions.

`[ellipsoid,ellipsoidstr] = utmgeoid(...)` returns the short name(s) for the reference ellipsoid(s), as used by `referenceEllipsoid`, in a char array with one name in each row.

**Background** The Universal Transverse Mercator (UTM) system of projections tiles the world into quadrangles called zones. Each zone has different projection parameters and commonly used ellipsoidal models of the Earth. This function returns a list of ellipsoid models commonly used in a zone.

**Examples**

```
zone = utmzone(0,100) % degrees  
  
zone =  
47N  
  
[ellipsoid,names] = utmgeoid(zone)
```

```
ellipsoid =  
    6377.3    0.081473  
    6377.4    0.081697  
names =  
everest  
bessel
```

## See Also

`referenceEllipsoid` | `wgs84Ellipsoid`

# utmzone

---

**Purpose** Select UTM zone given latitude and longitude

**Syntax**

```
zone = utmzone
zone = utmzone(lat, long)
zone = utmzone(mat),
[latlim, lonlim] = utmzone(zone),
lim = utmzone(zone)
```

**Description** `zone = utmzone` selects a Universal Transverse Mercator (UTM) zone with a graphical user interface. The zone designation is returned as a string.

`zone = utmzone(lat, long)` returns the UTM zone containing the geographic coordinates. If `lat` and `long` are vectors, the zone containing the geographic mean of the data set is returned. The geographic coordinates must be in units of degrees.

`zone = utmzone(mat)`, where `mat` is of the form `[lat long]`.

`[latlim, lonlim] = utmzone(zone)`, where `zone` is a valid UTM zone designation, returns the geographic limits of the zone. Valid UTM zones designations are numbers, or numbers followed by a single letter. For example, '31' or '31N'. The returned limits are in units of degrees.

`lim = utmzone(zone)` returns the limits in a single vector output.

**Background** The Universal Transverse Mercator (UTM) system of projections tiles the world into quadrangles called zones. This function can be used to identify which zone is used for a geographic area and, conversely, what geographic limits apply to a UTM zone.

**Examples**

```
[latlim, lonlim] = utmzone('12F')

latlim =
    -56    -48
lonlim =
   -114   -108
```

```
utmzone(latlim,lonlim)
```

```
ans =  
12F
```

**Limitations**

The UTM zone system is based on a regular division of the globe, with the exception of a few zones in northern Europe. `utmzone` does not account for these deviations.

**See Also**

`utmgeoid`

# validateLengthUnit

---

**Purpose** Validate and standardize length unit string

**Syntax** `standardName = validateLengthUnit(unit, funcName, varName, argIndex)`

**Description** `standardName = validateLengthUnit(unit, funcName, varName, argIndex)` checks that `unit` is a valid length unit string and converts it to a standard unit name. The function is case-insensitive with respect to its input. Spaces, periods, and apostrophes are ignored. Plural forms are accepted in most cases, but the result, `standardName` is always singular. The optional inputs `funcName`, `varName`, and `argIndex` may be included for use in error message formatting, with behavior identical to that provided by the `validateattributes` inputs of the same names.

**Input Arguments**

**unit**  
String. Any valid length unit string listed in the table.

Unit Name	String(s)
meter	`m', `meter(s)', `metre(s)'
centimeter	`cm', `centimeter(s)', `centimetre(s)'
millimeter	`mm', `millimeter(s)', `millimetre(s)'
micron	`micron(s)'
kilometer	`km', `kilometer(s)', `kilometre(s)'
nautical mile	`nm', `naut mi', `nautical mile(s)'
foot	`ft', `international ft', `foot', `international foot', `feet', `international feet'



Unit Name	String(s)
inch	`in', `inch', `inches'
yard	`yd', `yds', `yard(s)'
mile	`mi', `mile(s)', `international mile(s)'
U.S. survey foot	`sf', `survey ft', `US survey ft', `U.S. survey ft', `survey foot', `US survey foot', `U.S. survey foot', `survey feet', `US survey feet', `U.S. survey feet'
U.S. survey mile (statute mile)	`sm', `survey mile(s)', `statute mile(s)', `US survey mile(s)', `U.S. survey mile(s)'
Clarke's foot	`Clarke's foot', `Clarkes foot'
German legal metre	`German legal metre', `German legal meter'
Indian foot	`Indian foot'

## funcName

String that specifies the name of the function whose input you are validating. If you specify an empty string, '', the validateLengthUnit function ignores the funcName input.

## varName

# validateLengthUnit

---

String that specifies the name of the input variable. If you specify an empty string, ' ', the validateLengthUnit function ignores the varName input.

## **argIndex**

Positive integer that specifies the position of the input argument.

## **Output Arguments**

### **standardName**

String that specifies the standard unit name for the input string.

## **Examples**

### **Validate 'foot'**

This example shows you how 'foot' is validated when other valid strings for 'foot' are input.

```
validateLengthUnit('foot')  
validateLengthUnit('feet')  
validateLengthUnit('international feet')
```

```
ans =
```

```
foot
```

```
ans =
```

```
foot
```

```
ans =
```

```
foot
```

## Validate 'kilometer'

This example shows you how 'kilometer' is validated when other valid strings for 'kilometer' are input.

```
validateLengthUnit('kilometer')  
validateLengthUnit('km')  
validateLengthUnit('kilometre')  
validateLengthUnit('kilometers')  
validateLengthUnit('kilometres')
```

```
ans =
```

```
kilometer
```

```
ans =
```

```
kilometer
```

```
ans =
```

```
kilometer
```

```
ans =
```

```
kilometer
```

```
ans =
```

```
kilometer
```

# validateLengthUnit

---

## Create custom error messages

Create custom error messages using the `validateLengthUnit` function. A non-char input to `validateLengthUnit` results in an error message referencing a function name, `F00`, a variable name, `'unit'` and an argument number, `5`.

```
validateLengthUnit(17,'F00','UNIT',5)
```

```
Error using F00
```

```
Expected input number 5, UNIT, to be one of these types:
```

```
char
```

```
Instead its type was double.
```

```
Error in validateLengthUnit (line 85)
```

```
validateattributes(unit,{'char'},{'nonempty','row'},varargin{:})
```

## See Also

`unitsratio`

**Purpose**

Convert latitude-longitude vectors to regular data grid

**Syntax**

```
[Z, R] = vec2mtx(lat, lon, density)
[Z, R] = vec2mtx(lat, lon, density, latlim, lonlim)
[Z, R] = vec2mtx(lat, lon, Z1, R1)
[Z, R] = vec2mtx(..., 'filled')
```

**Description**

`[Z, R] = vec2mtx(lat, lon, density)` creates a regular data grid `Z` from vector data, placing ones in grid cells intersected by a vector and zeroes elsewhere. `R` is the referencing vector for the computed grid. `lat` and `lon` are vectors of equal length containing geographic locations in units of degrees. `density` indicates the number of grid cells per unit of latitude and longitude (a value of 10 indicates 10 cells per degree, for example), and must be scalar-valued. Whenever there is space, a buffer of two grid cells is included on each of the four sides of the grid. The buffer is reduced as needed to keep the latitudinal limits within `[-90 90]` and to keep the difference in longitude limits from exceeding 360 degrees.

`[Z, R] = vec2mtx(lat, lon, density, latlim, lonlim)` uses the two-element vectors `latlim` and `lonlim` to define the latitude and longitude limits of the grid.

`[Z, R] = vec2mtx(lat, lon, Z1, R1)` uses a pre-existing data grid `Z1`, georeferenced by `R1`, to define the limits and density of the output grid. `R1` can be a referencing vector, a referencing matrix, or a geographic raster reference object.

If `R1` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z1)` and its `RasterInterpretation` must be `'cells'`.

If `R1` is a referencing vector, it must be a 1-by-3 vector containing elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

or a 3-by-2 referencing matrix that transforms raster row and column indices to/from geographic coordinates according to:

```
[lon lat] = [row col 1] * R1
```

If  $R1$  is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel. With this syntax, output  $R$  is equal to  $R1$ , and may be a referencing object, vector, or matrix.

$[Z, R] = \text{vec2mtx}(\dots, 'filled')$ , where  $lat$  and  $lon$  form one or more closed polygons (with NaN-separators), fills the area outside the polygons with the value two instead of the value zero.

## Notes

Empty  $lat, lon$  vertex arrays will result in an error unless the grid limits are explicitly provided (via  $latlim, lonlim$  or  $Z1, R1$ ). In the case of explicit limits,  $Z$  will be filled entirely with 0s if the 'filled' parameter is omitted, and 2s if it is included.

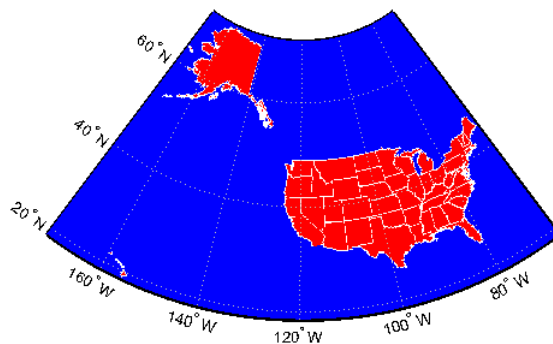
It's possible to apply `vec2mtx` to sets of polygons that tile without overlap to cover an area, as in Example 1 below, but using 'filled' with polygons that actually overlap may lead to confusion as to which areas are inside and which are outside.

## Examples

### Example 1

Convert latitude-longitude polygons to a regular data grid and display as a map.

```
states = shaperead('usastatelo', 'UseGeoCoords', true);  
lat = [states.Lat];  
lon = [states.Lon];  
[Z, R] = vec2mtx(lat, lon, 5, 'filled');  
figure; worldmap(Z, R);  
geoshow(Z, R, 'DisplayType', 'texturemap')  
colormap(flag(3))
```



## Example 2

Combine two separate calls to `vec2mtx` to create a 4-color raster map showing interior land areas, coastlines, oceans, and world rivers.

```
coast = load('coast.mat');
[Z, R] = vec2mtx(coast.lat, coast.long, ...
    1, [-90 90], [-90 270], 'filled');
rivers = shaperead('worldrivers.shp', 'UseGeoCoords', true);
A = vec2mtx([rivers.Lat], [rivers.Lon], Z, R);
Z(A == 1) = 3;
figure; worldmap(Z, R)
geoshow(Z, R, 'DisplayType', 'texturemap')
colormap([.45 .60 .30; 0 0 0; 0 0.5 1; 0 0 1])
```



### Example 3

This example illustrates the following syntax in the case where R1 is a spatial referencing object:

```
[Z, R] = vec2mtx(lat, lon, Z1, R1)
```

```
% Import US state outlines.
states = shaperead('usastatelo', 'UseGeoCoords', true);
lat = [states.Lat];
lon = [states.Lon];

% Choose geographic limits.
latlim = [ 15 75];
lonlim = [-190 -65];

% Specify a grid with 5 cells per degree.
density = 5;

% Compute raster size. (M and N both work out to be integers.)
M = density * diff(latlim);
N = density * diff(lonlim);

% Construct a spatialref.GeoRasterReference object.
R = georasterref('RasterSize', [M N], ...
    'ColumnsStartFrom', 'north', 'Latlim', latlim, ...
```

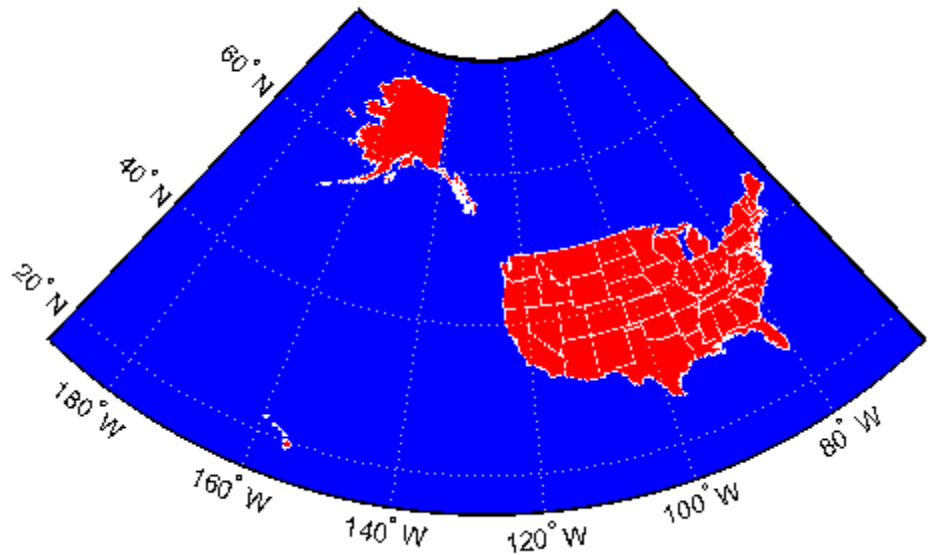


```
'Lonlim', lonlim);

% Create a blank grid that is consistent with R in
% size -- vec2mtx requires a data grid as input.
Z = zeros(R.RasterSize);

% Overwrite Z with a new grid including state outlines
% and interiors.
Z = vec2mtx(lat, lon, Z, R, 'filled');

% Plot the georeferenced grid.
figure; worldmap(Z, R);
geoshow(Z, R, 'DisplayType', 'texturemap')
colormap(flag(3))
```



# vec2mtx

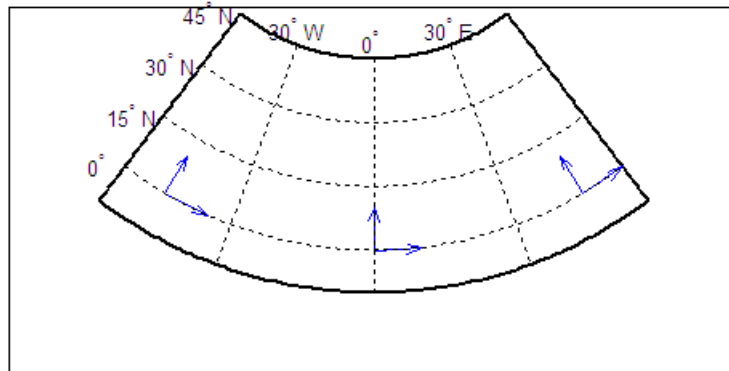
---

## See Also

[imbedm](#)

---

<b>Purpose</b>	Direction angle in map plane from azimuth on ellipsoid
<b>Syntax</b>	<pre>th = vfwdtran(lat,lon,az) th = vfwdtran(mstruct,lat,lon,az) [th,len] = vfwdtran(...)</pre>
<b>Description</b>	<p><code>th = vfwdtran(lat,lon,az)</code> transforms the azimuth angle at specified latitude and longitude points on the sphere into the projection space. The map projection currently displayed is used to define the projection space. The input angles must be in the same units as specified by the current map projection. The inputs can be scalars or matrices of the equal size. The angle in the projection space is defined as positive counterclockwise from the <math>x</math>-axis.</p> <p><code>th = vfwdtran(mstruct,lat,lon,az)</code> uses the map projection defined by the input <code>mstruct</code> to compute the map projection.</p> <p><code>[th,len] = vfwdtran(...)</code> also returns the vector length in the projected coordinate system. A value of 1 indicates no scale distortion.</p>
<b>Background</b>	<p>The direction of north is easy to define on the three-dimensional sphere, but more difficult on a two-dimensional map. For cylindrical projections in the normal aspect, north is always in the positive <math>y</math>-direction. For conic projections, north can be to the left or right of the <math>y</math>-axis. This function transforms any azimuth angle on the sphere to the corresponding angle in the projected paper coordinates.</p>
<b>Examples</b>	<p>Sample calculations:</p> <pre>axesm('eqdconic','maplatlim',[-10 45],'maplonlim',[-55 55]) gridm; framem; mlabel; plabel quiverm([0 0 0],[-45 0 45],[0 0 0],[10 10 10],0) quiverm([0 0 0],[-45 0 45],[10 10 10],[0 0 0],0)</pre>



```
vfdtran([0 0 0],[-45 0 45],[0 0 0])
```

```
ans =  
59.614      90      120.39
```

```
vfdtran([0 0 0],[-45 0 45],[90 90 90])
```

```
ans =  
-30.385      0.0001931      30.386
```

## Limitations

This transformation is limited to the region specified by the frame limits in the current map definition.

## Tips

The geographic azimuth angle is measured clockwise from north. The projection space angle is measured counterclockwise from the  $x$ -axis.

This function uses a finite difference technique. The geographic coordinates are perturbed slightly in different directions and projected. A small amount of error is introduced by numerical computation of derivatives and the variation of map distortion parameters.

## See Also

[vinvtran](#) | [mfdtran](#) | [minvtran](#) | [defaultm](#)

**Purpose**

Areas visible from point on terrain elevation grid

**Syntax**

```
[vis,R] = viewshed(Z,R,lat1,lon1)
viewshed(Z,R,lat1,lon1,observerAltitude)
viewshed(Z,R,lat1,lon1,observerAltitude,targetAltitude)
viewshed(Z,R,lat1,lon1,observerAltitude,targetAltitude, ...
    observerAltitudeOption)
viewshed(Z,R,lat1,lon1,observerAltitude,targetAltitude, ...
    observerAltitudeOption,targetAltitudeOption)
viewshed(Z,R,lat1,lon1,observerAltitude,targetAltitude, ...
    observerAltitudeOption,targetAltitudeOption,actualRadius)
viewshed(Z,R,lat1,lon1,observerAltitude,targetAltitude, ...
    observerAltitudeOption,targetAltitudeOption, ...
    actualRadius,effectiveRadius)
```

**Description**

[vis,R] = viewshed(Z,R,lat1,lon1) computes areas visible from a point on a digital elevation grid. Z is a regular data grid containing elevations in units of meters. The observer location is provided as scalar latitude and longitude in units of degrees. The visibility grid vis contains 1s at the surface locations visible from the observer location, and 0s where the line of sight is obscured by terrain. R can be a geographic raster reference object, a referencing vector, or a referencing matrix.

If R is a geographic raster reference object, its RasterSize property must be consistent with size(Z).

If R is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If R is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to or from geographic coordinates according to:

$$[\text{lon lat}] = [\text{row col 1}] * R$$

If R is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls

along a meridian and each row falls along a parallel. Nearest-neighbor interpolation is used by default. NaN is returned for points outside the grid limits or for which lat or lon contain NaN. All angles are in units of degrees.

`viewshed(Z,R,lat1,lon1,observerAltitude)` places the observer at the specified altitude in meters above the surface. This is equivalent to putting the observer on a tower. If omitted, the observer is assumed to be on the surface.

`viewshed(Z,R,lat1,lon1,observerAltitude,targetAltitude)` checks for visibility of target points a specified distance above the terrain. This is equivalent to putting the target points on towers that do not obstruct the view. If omitted, the target points are assumed to be on the surface.

`viewshed(Z,R,lat1,lon1,observerAltitude,targetAltitude, ... observerAltitudeOption)` controls whether the observer is at a relative or absolute altitude. If the `observerAltitudeOption` is 'AGL', then `observerAltitude` is in meters above ground level. If `observerAltitudeOption` is 'MSL', `observerAltitude` is interpreted as altitude above zero, or mean sea level. If omitted, 'AGL' is assumed.

`viewshed(Z,R,lat1,lon1,observerAltitude,targetAltitude, ... observerAltitudeOption,targetAltitudeOption)` controls whether the target points are at a relative or absolute altitude. If the target altitude option is 'AGL', the `targetAltitude` is in meters above ground level. If `targetAltitudeOption` is 'MSL', `targetAltitude` is interpreted as altitude above zero, or mean sea level. If omitted, 'AGL' is assumed.

`viewshed(Z,R,lat1,lon1,observerAltitude,targetAltitude, ... observerAltitudeOption,targetAltitudeOption,actualRadius)` does the visibility calculation on a sphere with the specified radius. If omitted, the radius of the earth in meters is assumed. The altitudes, the elevations, and the radius should be in the same units. This calling form is most useful for computations on bodies other than the Earth.

`viewshed(Z,R,lat1,lon1,observerAltitude,targetAltitude, ... observerAltitudeOption,targetAltitudeOption, ...`

`actualRadius, effectiveRadius`) assumes a larger radius for propagation of the line of sight. This can account for the curvature of the signal path due to refraction in the atmosphere. For example, radio propagation in the atmosphere is commonly treated as straight line propagation on a sphere with  $4/3$  the radius of the Earth. In that case the last two arguments would be `R_e` and  $4/3 * R_e$ , where `R_e` is the radius of the earth. Use `Inf` for flat Earth viewshed calculations. The altitudes, the elevations, and the radii should be in the same units.

## Tips

The observer should be located within the latitude-longitude limits of the elevation grid. If the observer is located outside the grid, there is insufficient information to calculate a viewshed. In this case `viewshed` issues a warning and sets all elements of `vis` to zero.

## Examples

### Compute Visibility for Point on Peaks Map

Compute visibility for a point on the peaks map. Add the detailed information for the line of sight calculation between two points from `los2`.

Create the peak map and plot the visibility.

```
Z = 500*peaks(100);
refvec = [ 1000 0 0];
[lat1,lon1,lat2,lon2]=deal(-0.027,0.05,-0.093,0.042);

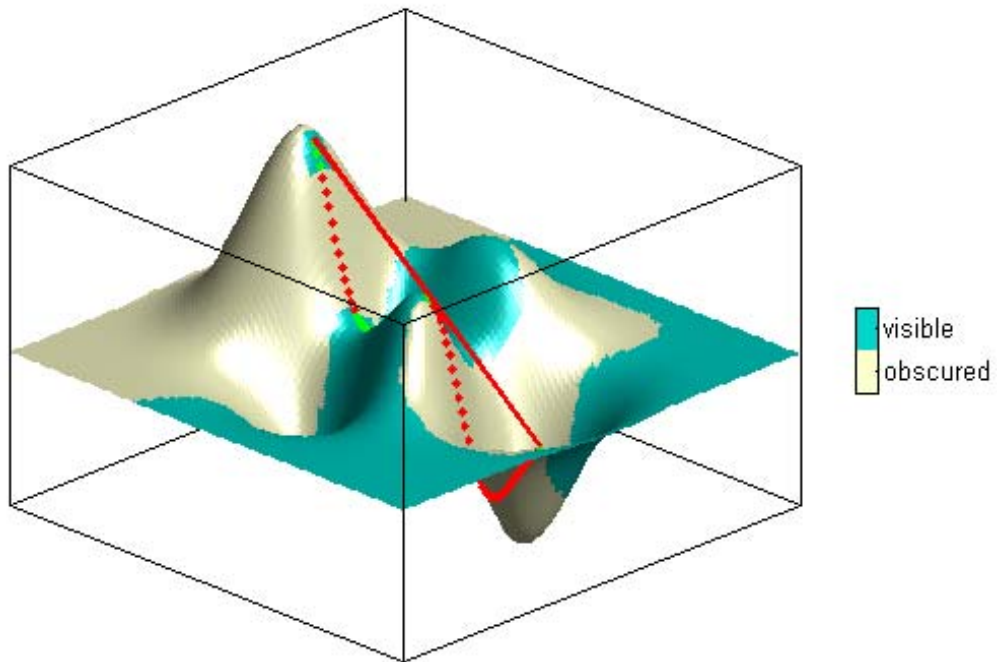
[visgrid,visleg] = viewshed(Z,refvec,lat1,lon1,100);
[vis,visprofile,dist,zi,lattrk,lontrk] ...
    = los2(Z,refvec,lat1,lon1,lat2,lon2,100);

axesm('globe','geoid',earthRadius('meters'))
meshm(visgrid,visleg,size(Z),Z); axis tight
camposm(-10,-10,1e6); camupm(0,0)
colormap(flipud(summer(2))); brighten(0.75);
shading interp; camlight
h = lcolorbar({'obscured','visible'});
set(h,'Position',[.875 .45 .02 .1])
```

# viewshed

---

```
plot3m(latrk([1;end]),lonrk([1; end]), ...  
    zi([1; end])+[100; 0], 'r', 'linewidth',2)  
plotm(latrk(~visprofile),lonrk(~visprofile), ...  
    zi(~visprofile), 'r.', 'markersize',10)  
plotm(latrk(visprofile),lonrk(visprofile), ...  
    zi(visprofile), 'g.', 'markersize',10)
```



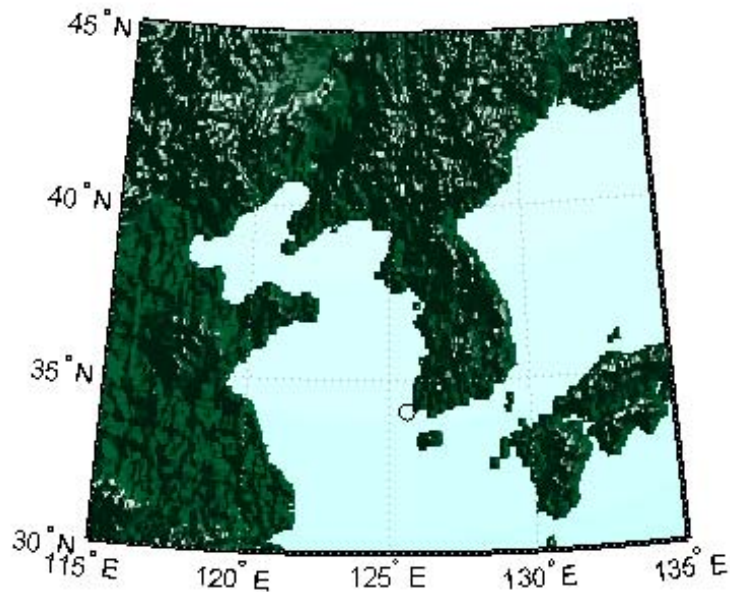


## Compute Surface Area Visible By Radar

Compute the surface area visible by radar from an aircraft flying 3000 meters above the Yellow Sea. Assume that radio wave propagation in the atmosphere can be modeled as straight lines on a  $4/3$  radius Earth. This example also calculates the area visible to the plane above it at 5000 meters.

Load data from the MAT-file containing information about the Korean peninsula, calculate the viewshed, and display it.

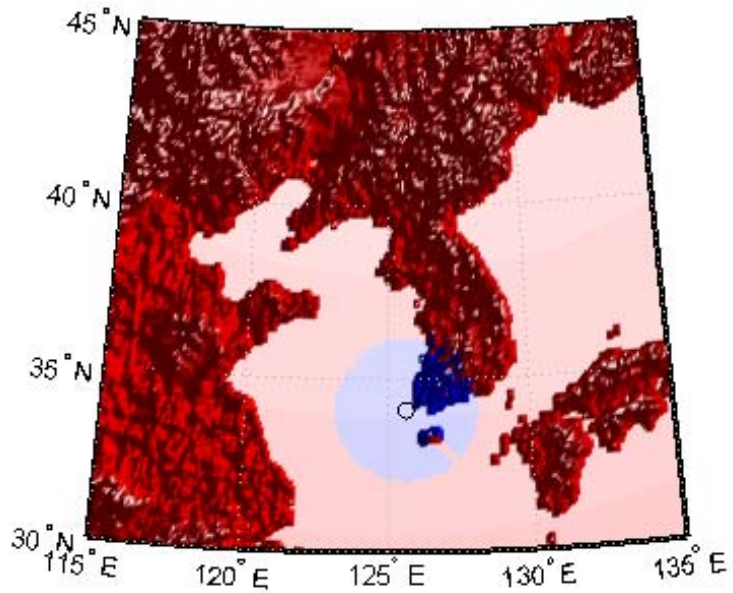
```
load korea
map(map<0) = -1;
figure
worldmap(map,refvec)
setm(gca,'geoid',[1 0])
da = daspect;
pba = pbaspect;
da(3) = 7.5*pba(3)/da(3);
daspect(da);
demcmap(map)
camlight(90,5);
camlight(0,5);
lighting gouraud
material([0.25 0.8 0])
lat = 34.0931; lon = 125.6578;
altobs = 3000; alttarg = 0;
plotm(lat,lon,'wo')
Re = earthRadius('meters');
[vmap,vmap1] = viewshed( ...
    map,refvec,lat,lon,altobs,alttarg, ...
    'MSL','AGL',Re,4/3*Re);
meshm(vmap,vmap1,size(map),map)
```



Display the visible areas as blue and the obscured areas as red and drape the visibility colors on an elevation map, using lighting to bring out the surface topography. The aircraft's radar can see out a certain radius on the surface of the ocean, but note how some ocean areas are shadowed by the island of Jeju-Do. Also some mountain valleys closer than the ocean horizon are obscured, while some mountain tops further away are visible.

```
caxis auto; colormap([1 0 0; 0 0 1])  
lighting gouraud;
```

axis off



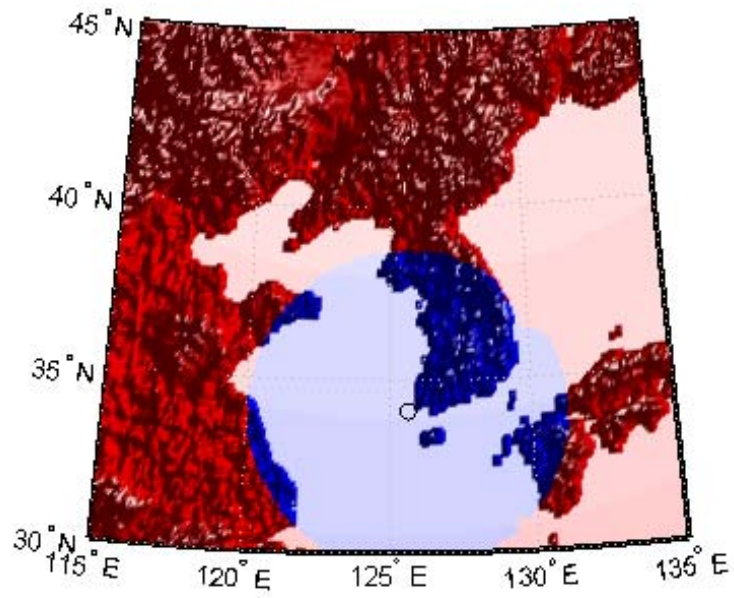
Now calculate the area that the radar plane flying at an altitude of 3000 meters can have line-of-sight to other aircraft flying above it at 5000 meters. Note how the area is much larger but that some edges of the area are reduced by shadowing from Jeju-Do and the mountains on the Korean peninsula.

```
[vmap,vmap1] = viewshed(map,refvec,lat,lon,3000,5000, ...
                        'MSL','MSL',Re,4/3*Re);
```

# viewshed

---

```
clmo surface  
meshm(vmap,vmap1,size(map),map)  
lighting gouraud
```



## See Also

los2

**Purpose**

Azimuth on ellipsoid from direction angle in map plane

**Syntax**

```
az = vinvtran(x,y,th)
az = vinvtran(mstruct,x,y,th)
[az,len] = vinvtran(...)
```

**Description**

`az = vinvtran(x,y,th)` transforms an angle in the projection space at the point specified by `x` and `y` into an azimuth angle in geographic coordinates. The map projection currently displayed is used to define the projection space. The input angles must be in the same units as specified by the current map projection. The inputs can be scalars or matrices of equal size. The angle in the projection space `angle th` is defined as positive counterclockwise from the `x`-axis.

`az = vinvtran(mstruct,x,y,th)` uses the map projection defined by the input `struct` to compute the map projection.

`[az,len] = vinvtran(...)` also returns the vector length in the geographic coordinate system. A value of 1 indicates no scale distortion for that angle.

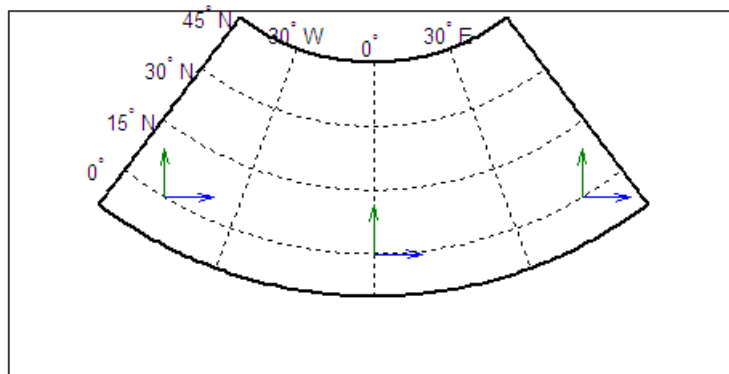
**Background**

While vectors along the `y`-axis always point to north in a cylindrical projection in the normal aspect, they can point east or west of north on conics, azimuthals, and other projections. This function computes the geographic azimuth for angles in the projected space.

**Examples**

Sample calculations:

```
axesm('eqdconic','maplatlim',[-10 45],'maplonlim',[-55 55])
gridm; framem; mlabel; plabel
[x,y] = mfwdtran([0 0 0],[-45 0 45]);
quiver(x,y,[.2 .2 .2],[0 0 0],0)
quiver(x,y,[0 0 0],[.2 .2 .2],0)
```



```
vinvtran(x,y,[ 0 0 0])
```

```
ans =  
    57.345    90.338    124.98
```

```
vinvtran(x,y,[ 90 90 90])
```

```
ans =  
    331.99         0    28.008
```

## Limitations

This transformation is limited to the region specified by the frame limits in the current map definition.

## Tips

The geographic azimuth angle is measured clockwise from north. The projection space angle is measured counterclockwise from the  $x$ -axis.

This function uses a finite difference technique. The geographic coordinates are perturbed slightly in different directions and projected. A small amount of error is introduced by numerical computation of derivatives and the variation of map distortion parameters.

## See Also

[v fwdtran](#) | [m fwdtran](#) | [m invtran](#) | [defaultm](#)

**Purpose**

Read selected data from Vector Map Level 0

**Syntax**

```
struct = vmap0data(library,latlim,lonlim,theme,topolevel)
struct = vmap0data(devicename,library, ... )
[struct1, struct2, ...] =
vmap0data(...,{topolevel1,topolevel2,
...})
```

**Description**

`struct = vmap0data(library,latlim,lonlim,theme,topolevel)` reads the data for the specified theme and topology level directly from the VMAP0 CD-ROM. There are four CDs, one for each of the libraries: 'NOAMER' (North America), 'SASAUS' (Southern Asia and Australia), 'EURNASIA' (Europe and Northern Asia), and 'SOAMAFR' (South America and Africa). The desired *theme* is specified by a two-letter code string. A list of valid codes is displayed when an invalid code, such as '?', is entered. *topolevel* defines the type of data returned. It is a string containing 'patch', 'line', 'point', or 'text'. The region of interest can be given as a point latitude and longitude or as a region with two-element vectors of latitude and longitude limits. The units of latitude and longitude are degrees. The data covering the requested region is returned, but will include data extending to the edges of the tiles. The result is returned as a Mapping Toolbox Version 1 display structure.

`struct = vmap0data(devicename,library, ...)` specifies the logical device name of the CD-ROM for computers that do not automatically name the mounted disk.

`[struct1, struct2, ...] = vmap0data(...,{topolevel1,topolevel2, ...})` reads several topology levels. The levels must be specified as a cell array with the entries 'patch', 'line', 'point', or 'text'. Entering {'all'} for the topology level argument is equivalent to {'patch', 'line', 'point', 'text'}. Upon output, the data structures are returned in the output arguments by topology level in the same order as they were requested.

## Background

The Vector Map (VMAP) Level 0 database represents the third edition of the *Digital Chart of the World*. The second edition was a limited release item published in 1995. The product is dual named to show its lineage to the original DCW, published in 1992, while positioning the revised product within a broader emerging family of VMAP products. VMAP Level 0 is a comprehensive 1:1,000,000 scale vector base map of the world. It consists of cartographic, attribute, and textual data stored on compact disc read-only memory (CD-ROM). The primary source for the database is the Operational Navigation Chart (ONC) series of the U. S. National Geospatial Intelligence Agency (NGA), formerly the National Imagery and Mapping Agency (NIMA), and before that, the Defense Mapping Agency (DMA). This is the largest scale unclassified map series in existence that provides consistent, continuous global coverage of essential base map features. The database contains more than 1,900 MB of vector data and is organized into 10 thematic layers. The data includes major road and rail networks, major hydrologic drainage systems, major utility networks (cross-country pipelines and communication lines), all major airports, elevation contours (1000 foot (ft), with 500 ft and 250 ft supplemental contours), coastlines, international boundaries, and populated places. The database can be accessed directly from the four optical CD-ROMs that store the database or can be transferred to magnetic media.

## Tips

Data are returned as Mapping Toolbox display structures, which you can then update to geographic data structures. For information about display structure format, see “Version 1 Display Structures” on page 1-184 in the reference page for `displaym`. The `updategeostruct` function performs such conversions.

Latitudes and longitudes use WGS84 as a horizontal datum. Elevations and depths are in meters above mean sea level.

Some VMAP0 themes do not contain all topology levels. In those cases, empty matrices are returned.

Patches are broken at the tile boundaries. Setting the `EdgeColor` to 'none' and plotting the lines gives the map a normal appearance.



The major differences between VMAP0 and the DCW are the elimination of the gazette layer, addition of bathymetric data, and updated political boundaries.

Vector Map Level 0, created in the 1990s, is still probably the most detailed global database of vector map data available to the public. VMAP0 CD-ROMs are available from through the U.S. Geological Survey (USGS):

USGS Information Services (Map and Book Sales)  
Box 25286  
Denver Federal Center  
Denver, CO 80225  
Telephone: (303) 202-4700  
Fax: (303) 202-4693

---

**Note** For details on locating map data for download over the Internet, see the following documentation at the MathWorks Web site: “Finding Geospatial Data”.

---

## Examples

The *devicename* is platform dependent. On an MS-DOS based operating system it would be something like 'd:', depending on the logical device code assigned to the CD-ROM drive. On a UNIX operating system, the CD-ROM might be mounted as '\cdrom', '\CDROM', '\cdrom1', or something similar. Check your computer's documentation for the right *devicename*.

```
s = vmap0data(devicename, 'NOAMER', 41, -69, '?', 'patch');
```

```
??? Error using ==> vmap0data  
Theme not present in library NOAMER
```

Valid theme identifiers are:  
libref : Library Reference  
tileref: Tile Reference  
bnd : Boundaries

# vmap0data

---

```
dq      : Data Quality
elev    : Elevation
hydro   : Hydrography
ind     : Industry
phys    : Physiography
pop     : Population
trans   : Transportation
util    : Utilities
veg     : Vegetation
```

```
BNDpatch = vmap0data(devicename,'NOAMER',...
                [41 44],[-72 -69],'bnd','patch')
```

```
BNDpatch =
1x169 struct array with fields:
    type
    otherproperty
    altitude
    lat
    long
    tag
```

Here are other examples:

```
[TRtext,TRline] = vmap0data(devicename,'SASAUS',...
    [-48 -34],[164 180],'trans',{'text','line'});
```

```
[BNDpatch,BNDline,BNDpoint,BNDtext] = vmap0data(devicename,...
    'EURNASIA',-48 ,164,'bnd',{'all'});
```

## See Also

```
vmap0read | vmap0rhead | geoshow | extractm | mlayers |
updategeostruct
```

**Purpose**

Read Vector Map Level 0 file

**Syntax**

```
vmap0read
vmap0read(filepath,filename)
vmap0read(filepath,filename,recordIDs)
vmap0read(filepath,filename,recordIDs,field,varlen)
struc = vmap0read(...)
[struc,field] = vmap0read(...)
[struc,field,varlen] = vmap0read(...)
[struc,field,varlen,description] = vmap0read(...)
[struc,field,varlen,description,narrativefield] = vmap0read(...)
```

**Description**

vmap0read reads a VMAPO file. The user selects the file interactively.

vmap0read(*filepath*,*filename*) reads the specified file. The combination [*filepath filename*] must form a valid complete filename.

vmap0read(*filepath*,*filename*,recordIDs) reads selected records or fields from the file. If recordIDs is a scalar or a vector of integers, the function returns the selected records. If recordIDs is a cell array of integers, all records of the associated fields are returned. vmap0read(*filepath*,*filename*,recordIDs,*field*,*varlen*)

uses previously read field and variable-length record information to skip parsing the file header (see below).

struc = vmap0read(...) returns the file contents in a structure.

[*struc*,*field*] = vmap0read(...) returns the file contents and a structure describing the format of the file.

[*struc*,*field*,*varlen*] = vmap0read(...) also returns a vector describing which fields have variable-length records.

[*struc*,*field*,*varlen*,*description*] = vmap0read(...) also returns a string describing the contents of the file.

[*struc*,*field*,*varlen*,*description*,*narrativefield*] = vmap0read(...) also returns the name of the narrative file for the current file.

## Background

The Vector Map Level 0 (VMAPO) uses binary files in a variety of formats. This function determines the format of the file and returns the contents in a structure. The field names of this structure are the same as the field names in the VMAPO file.

## Tips

This function reads all VMAPO files except index files (files with names ending in 'X'), thematic index files (files with names ending in 'TI'), and spatial index files (files with names ending in 'SI').

File separators are platform dependent. The *filepath* input must use appropriate file separators, which you can determine using the MATLAB `filesep` function.

## Examples

The following examples use the UNIX directory system and file separators for the pathname:

```
s = vmap0read('VMAP/VMAPLV0/NOAMER/', 'GRT')
```

```
s =  
      id: 1  
      data_type: 'GEO'  
      units: 'M'  
      ellipsoid_name: 'WGS 84'  
      ellipsoid_detail: 'A=6378137 B=6356752 Meters'  
      vert_datum_name: 'MEAN SEA LEVEL'  
      vert_datum_code: '015'  
      sound_datum_name: 'N/A'  
      sound_datum_code: 'N/A'  
      geo_datum_name: 'WGS 84'  
      geo_datum_code: 'WGE'  
      projection_name: 'Dec. Deg. (unproj.)'
```

```
s = vmap0read('VMAP/VMAPLV0/NOAMER/TRANS/', 'INT.VDT')
```

```
s =  
34x1 struct array with fields:  
  id
```

```

        table
        attribute
        value
        description

s(1)

ans =
        id: 1
        table: 'aerofacp.pft'
        attribute: 'use'
        value: 8
        description: 'Military'
s = vmap0read('VMAP/VMAPLVO/NOAMER/TRANS/', 'AEROFACP.PFT', 1)

s =
        id: 1
        f_code: 'GB005'
        iko: 'BRTL'
        nam: 'THULE AIR BASE'
        na3: 'GL52085'
        use: 8
        zv3: 77
        tile_id: 10
        end_id: 1

s = vmap0read('VMAP/VMAPLVO/NOAMER/TRANS/', 'AEROFACP.PFT', {1,2})

s =
1x4424 struct array with fields:
        id
        f_code

```

**See Also**

vmap0data | vmap0rhead

# vmap0rhead

---

**Purpose** Read Vector Map Level 0 file headers

**Syntax**

```
vmap0rhead
vmap0rhead(filepath,filename)
vmap0rhead(filepath,filename,fid)
vmap0rhead(...),
str = vmap0rhead(...)
```

**Description** vmap0rhead allows the user to select the header file interactively. vmap0rhead(*filepath*,*filename*) reads from the specified file. The combination [*filepath filename*] must form a valid complete *filename*. vmap0rhead(*filepath*,*filename*,*fid*) reads from the already open file associated with *fid*. vmap0rhead(...), with no output arguments, displays the formatted header information on the screen. str = vmap0rhead(...) returns a string containing the VMAP0 header.

**Background** The Vector Map Level 0 (VMAP0) uses header strings in most files to document the contents and format of that file. This function reads the header string and displays a formatted version in the Command Window, or returns it as a string.

**Tips** This function reads all VMAP0 files except index files (files with names ending in 'X'), thematic index files (files with names ending in 'TI') and spatial index files (files with names ending in 'SI'). File separators are platform dependent. The *filepath* input must use appropriate file separators, which you can determine using the MATLAB filesep function.

**Examples** The following example uses UNIX file separators and pathname:

```
s = vmap0rhead('VMAP/VMAPLV0/NOAMER/', 'GRT')
```

```

s =
L;Geographic Reference Table;-;id=I,1,P,Row
Identifier,-,-,-:data_type=T,3,N,Data
Type,-,-,-:units=T,3,N,Units of Measure Code for
Library,-,-,-:ellipsoid_name=T,15,N,Ellipsoid,-,-,-:ellipsoid
_detail=T,50,N,Ellipsoid
Details,-,-,-:vert_datum_name=T,15,N,Datum Vertical
Reference,-,-,-:vert_datum_code=T,3,N,Vertical Datum
Code,-,-,-:sound_datum_name=T,15,N,Sounding
Datum,-,-,-:sound_datum_code=T,3,N,Sounding Datum
Code,-,-,-:geo_datum_name=T,15,N,Datum Geodetic
Name,-,-,-:geo_datum_code=T,3,N,Datum Geodetic
Code,-,-,-:projection_name=T,20,N,Projection Name,-,-,-,;;

vmap0rhead('VMAP/VMAPLVO/NOAMER/TRANS/', 'AEROFACP.PFT')
L
Airport Point Feature Table
aerofacp.doc
id=I,1,P,Row Identifier,-,-,-,
f_code=T,5,N,FACC Feature Code,char.vdt,-,-,
iko=T,4,N,ICAO Designator,char.vdt,-,-,
nam=T,*N,Name,char.vdt,-,-,
na3=T,*N,Name,char.vdt,-,-,
use=S,1,N,Usage,int.vdt,-,-,
zv3=S,1,N,Airfield/Aerodrome Elevation (meters),int.vdt,-,-,
tile_id=S,1,N,Tile Reference ID,-,tile1_id.pti,-,
end_id=I,1,N,Entity Node Primitive ID,-,end1_id.pti,-,

```

## See Also

vmap0data | vmap0read

# webmap

---

**Purpose** Open web map

**Syntax**

```
webmap  
webmap(baseLayer)  
webmap( ____, Name, Value)  
wm = webmap( ____ )  
webmap(wm)
```

**Description** webmap opens a new web map in a browser, centering the map at the latitude, longitude point [0 0]. By default, webmap sets the base layer to World Street Map at the maximum spatial extent available. After the web map opens, you can select a different base layer using the Layer Manager available on the right side of the web map. Named base layers are tiled at discrete zoom resolutions.

---

**Note** The webmap function requires an Internet connection. MathWorks cannot guarantee the stability and accuracy of web maps, as the servers are located on the Internet and are independent from MathWorks. Occasionally, maps may be slow to display, display partially, or fail to display, because web map servers can become unavailable for short periods of time.

---

webmap(baseLayer) opens a new web map with base layer specified by baseLayer. baseLayer can be one of a list of named Web Map Service providers or a WMSLayer array. If baseLayer is a matrix of WMSLayer objects, webmap uses each object's LayerTitle property as the value of items in the Layer Manager.

webmap displays named base layers in the Web Mercator map coordinate reference system. webmap displays WMSLayers in the Web Mercator map coordinate reference system, if that projection (EPSG:900913) is available for all layers in the array. Otherwise, webmap displays WMSLayers in the EPSG:4326 geographic coordinate reference system. When displaying a WMSLayer in the EPSG:4326 geographic coordinate reference system, webmap does not include the named base layers in the



Layer Manager, because they are in a different coordinate reference system. These projections include a geographic quadrangle bounded north and south by parallels (which map to horizontal lines) and east and west by meridians (which map to vertical lines).

`webmap( ____, Name, Value)` opens a new web map with additional display properties set.

`wm = webmap( ____)` returns a handle to a web map, `wm`.

`webmap(wm)` makes the web map specified by `wm` the current web map.

## Input Arguments

### **baseLayer - Map displayed in web map browser**

character string | WMSLayer array

Map displayed in web map browser, specified as a character string, listed in the following table, or a WMSLayer array. If specified as string, the value is case insensitive and spaces are optional.

Name	Description
'World Street Map'	Worldwide street map
'Open Street Map'	Street map from <a href="http://openstreetmap.org">openstreetmap.org</a> <sup>1</sup>
'MapQuest Open Street Map'	Open street map tiles provided by MapQuest <sup>2</sup>
'MapQuest Open Aerial Map'	Open aerial map tiles provided by MapQuest
'World Topographic Map'	Topographic map for the world from ESRI <sup>3</sup>
'World Shaded Relief'	Surface elevation as shaded relief provided by ESRI
'World Physical Map'	Natural Earth map of the world provided by ESRI
'World Terrain Base'	Shaded relief and bathymetry provided by ESRI
'USGS Vector Map'	Vector base map for small scales
'USGS Imagery'	Composite of Blue Marble, NAIP, and Landsat
'USGS Topographic Imagery'	Topographic map with imagery
'USGS Shaded Topographic Map'	Composite of contours, shaded relief, and vector layers

1. For information about the Open Street Map layer, visit:  
<http://www.openstreetmap.org>.
2. For information about the MapQuest Open layers, visit:  
<http://developer.mapquest.com/web/products/open/map>.
3. For information about the Esri ArcGIS Online layers, visit:  
<http://www.esri.com/software/arcgis/arcgisonline/maps/maps-and-map-layers>.

Name	Description
'USGS Shaded Relief'	Shaded relief from National Elevation Dataset <sup>4</sup>
'USGS Filled Vector'	Polygon area fills tiled for small scales
'National Geographic Map'	General reference map provided by ESRI
'DeLorme World Basemap'	Topographic map provided by ESRI
'Ocean Basemap'	Bathymetry, marine features, depth in meter provided by ESRI
'World Navigation Charts'	Topographic data with nautical information provided by ESRI
'Light Gray Canvas Map'	Neutral background map with minimal colors provided by ESRI

**Example:** `webmap('Light Gray Canvas Map')`

### Data Types

char

### wm - Web map

web map handle

Web map, specified as a web map handle, returned by the `webmap` function.

**Example:** `wm = webmap`

4. <sup>5</sup>
5. For information about the USGS layers, visit <http://viewer.nationalmap.gov/example/services/serviceList.html>

## Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes ( `' '`). You can specify several name and value pair arguments in any order as `Name1, Value1, . . . , NameN, ValueN`.

**Example:** `webmap('Light Gray Canvas Map', 'WrapAround', false)`

## 'WrapAround' - Control map wrapping

`true` (default) | `false`

Control map wrapping, specified as a logical value `true` (1) or `false` (0). If `true`, the map supports continuous pan and zoom across the 180-degree meridian, but zoom is constrained to show less than 180 degrees of longitude at a time. If `false`, the map is clipped to the west at -180 and clipped to the east at +180, and zoom can be set to show the full extent of the world.

**Example:** `webmap('Light Gray Canvas Map', 'WrapAround', false)`

## Data Types

`double` | `logical`

## Output Arguments

### **wm** - Web map

web map handle

Web map, returned as a web map handle.

## Definitions

### **Web Map**

An interactive map accessed through a web page.

In a web map, a user can select different map layers to view and navigate around the map using interactive tools, such as zooming. The web map browser is a window that displays map base layers obtained from Web servers located on the Internet. You can also display overlay layers that contain custom point and line vector data.

## Tips

- Particular maps may not support every available zoom level. If your map displays as completely white, try another zoom level. The map you are displaying may not support the zoom level you have currently selected. You can also select another base layer, which might support the specified zoom level.

## Examples

### Display a Web map

Open a web map centered at [0 0]. In the illustration, the Layer Manager is visible.

webmap

# webmap

The image shows a web browser window titled "Web Browser - Web Map Display" with a single tab labeled "Web Map Display". The main content is a world map centered on the Atlantic Ocean, showing North America, South America, and Africa. The map includes labels for "NORTH AMERICA", "SOUTH AMERICA", "AFRICA", "North Atlantic", and "South Atlantic". On the left side of the map, there are navigation controls: a four-way arrow for panning and a vertical zoom slider with a plus sign at the top and a minus sign at the bottom. In the bottom-left corner, there is a scale bar showing 2000 km and 1000 mi, with the text "Scale = 1 : 111M". The browser's address bar is empty. On the right side, there is a layer selection panel with two sections: "Base Layers" and "Overlay Layers".

**Base Layers**

- World Street Map
- Open Street Map
- MapQuest Open Street Map
- MapQuest Open Aerial Map
- World Topographic Map
- World Shaded Relief
- World Physical Map
- World Terrain Base
- USGS Vector Map
- USGS Imagery
- USGS Topographic Imagery
- USGS Shaded Topographic
- USGS Small Scale Shaded
- USGS Filled Vector
- National Geographic Map
- DeLorme World Basemap
- Ocean Basemap
- World Navigation Charts
- Light Gray Canvas Map

**Overlay Layers**

- World Boundaries (Light Text) [ - | + ]
- World Boundaries (Dark Text) [ - | + ]

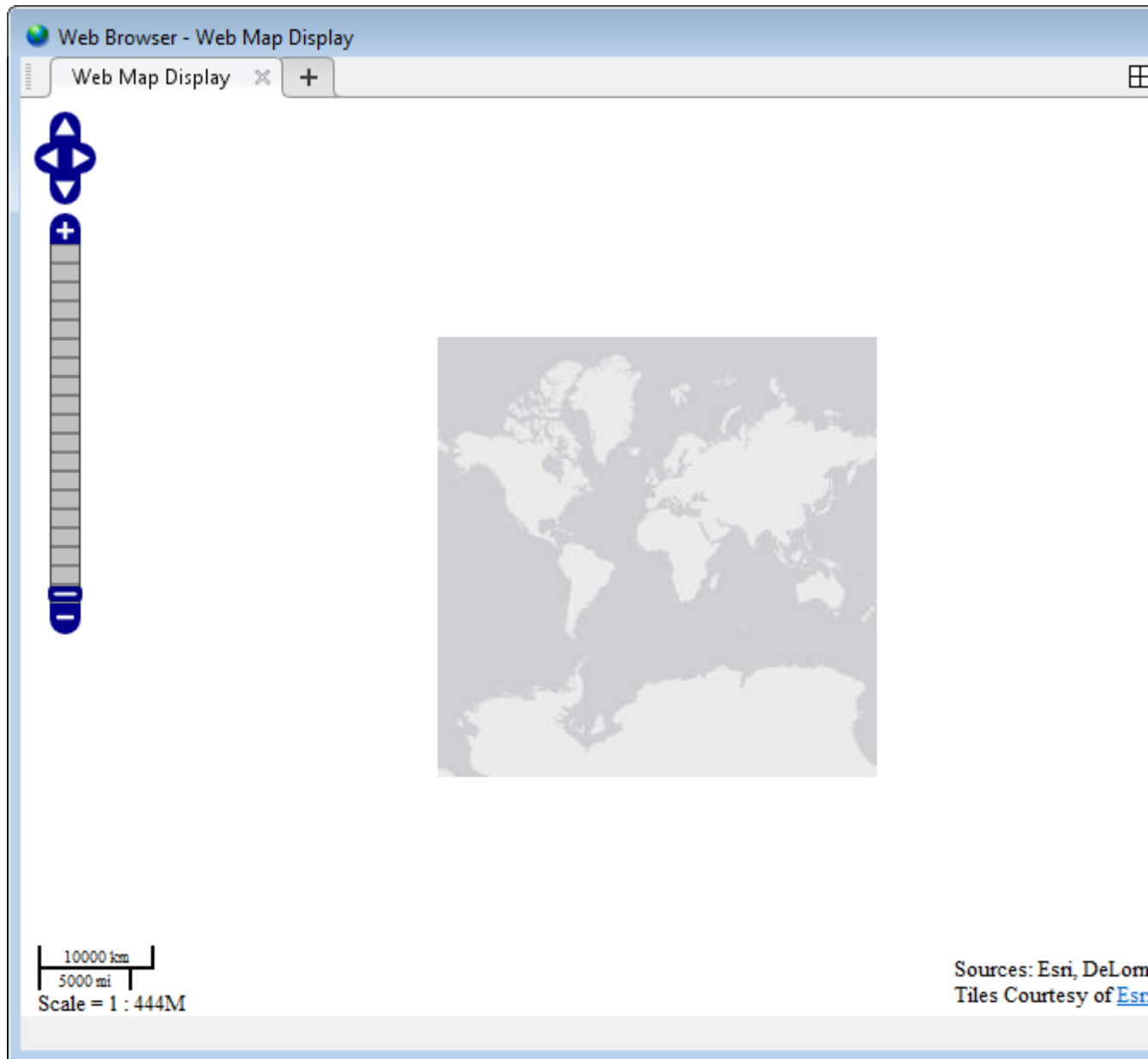
Done

### **Display a Web Map Specifying the Base Layer**

Open a web map specifying the base layer and show the full extent of the world.

```
webmap('Light Gray Canvas Map', 'WrapAround', false)
```

# webmap





**Display a Web map with a WMS Layer as the Base Layer**

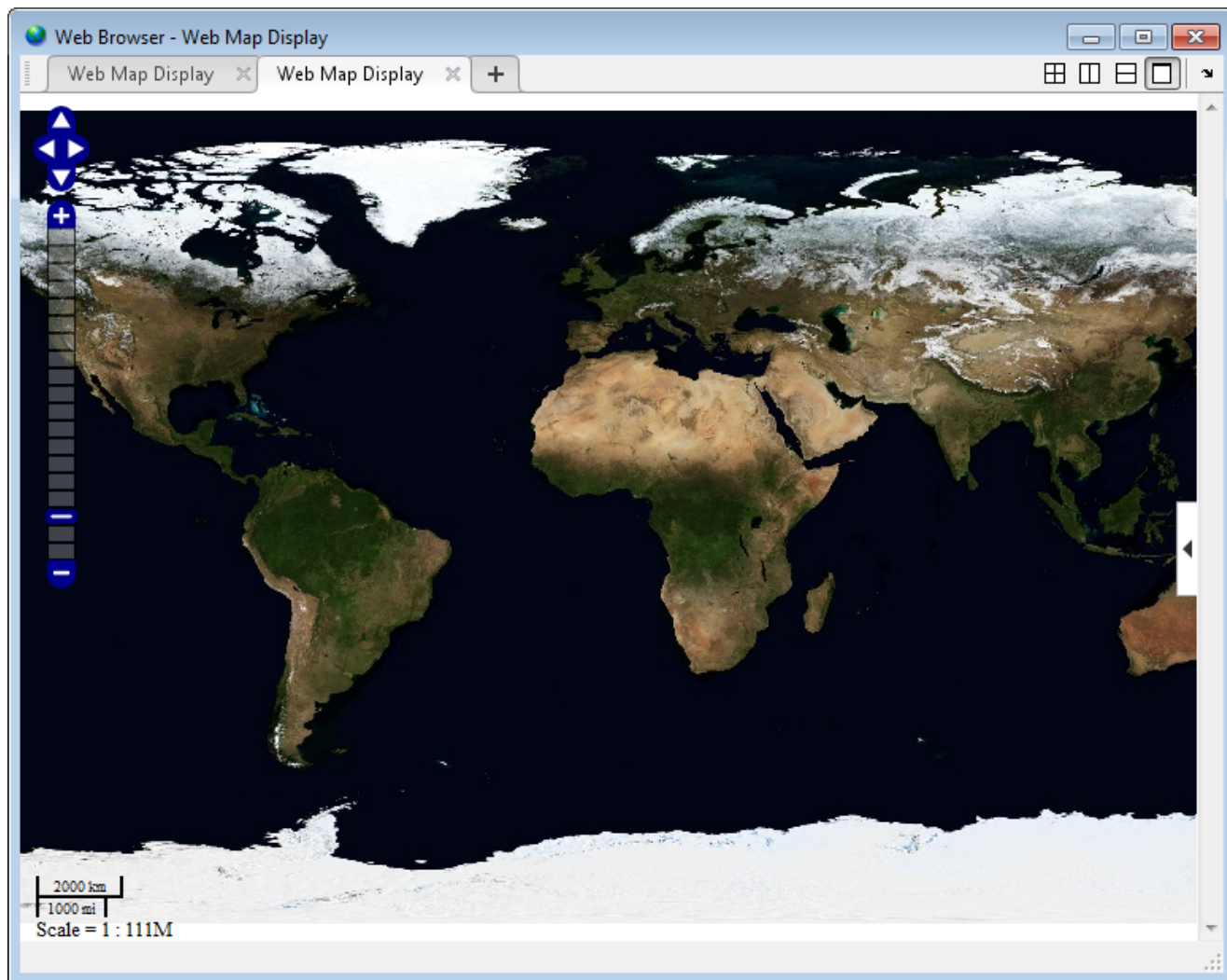
Open a web map and retrieve the Blue Marble WMS layer.

```
nasa = wmsfind('nasa', 'SearchField', 'serverurl');
baselayer = refine(nasa, 'bluemarbleng', ...
                  'SearchField', 'layername',...
                  'MatchType', 'exact');
baselayer = wmsupdate(baselayer);
```

Display a web map with the Blue Marble WMS layer as the base layer.

```
webmap(baselayer)
```

# webmap



## See Also

[wmclose](#) | [wmcenter](#) | [wmline](#) | [wmlimits](#) | [wmprint](#) | [wmmarker](#) |  
[wmremove](#) | [wmzoom](#)

## Purpose

Web map server object

## Description

A `WebMapServer` handle object represents a Web Map Service (WMS) and acts as a proxy to a WMS server. The `WebMapServer` handle object resides physically on the client side. The object can access the capabilities document on the WMS server and perform requests to obtain maps. It supports multiple WMS versions and negotiates with the server automatically to use the highest known version that the server can support.

## Construction

`server = WebMapServer(serverURL)` constructs a `WebMapServer` object from the `serverURL` string parameter. The `serverURL` string parameter must include the protocol `'http://'` or `'https://'`. `WebMapServer` automatically communicates to the server defined by the `serverURL` using the highest known version that the server can support. `serverURL` can contain additional WMS keywords.

## Properties

### Timeout

Indicates the number of milliseconds before a server times out.

**Data Type:** double

**Default:** 0 (Indicates that the `WebMapServer` handle object ignores the time-out mechanism.)

### EnableCache

Indicates if the `WebMapServer` handle object allows caching. If `true`, the `WebMapServer` handle object caches the `WMSCapabilities` object, which is returned when you use the `getCapabilities` method. The cache expires if the `AccessDate` property of the cached `WMSCapabilities` object is not the current day.

**Data Type:** logical

**Default:** true

# WebMapServer

---

## ServerURL

Indicates the URL of the server.

**Data Type:** string

## RequestURL

Indicates the URL of the last request to the server. RequestURL specifies a request for either the XML capabilities document or a map. You can insert the RequestURL into a browser.

**Data Type:** string

## Methods

getCapabilities	Get capabilities document from server
getMap	Get raster map from server
updateLayers	Update layer properties

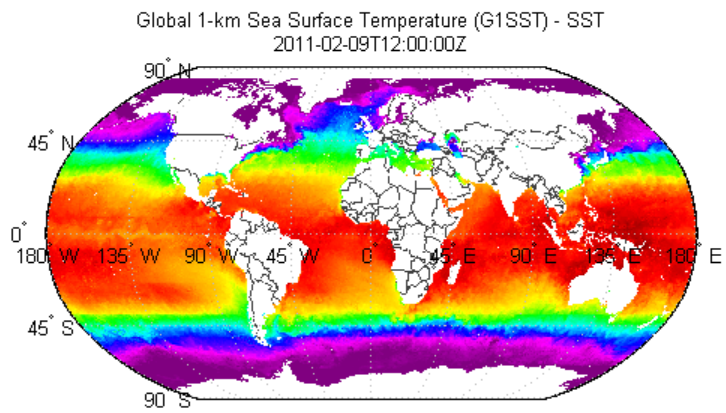
## Examples

Construct a WebMapServer object that communicates with one of the Environmental Research Division's Data Access Program (ERDDAP) WMS servers hosted by NOAA and obtains its capabilities document. Search for a server that provides daily, global sea surface temperature (sst) data produced by the Jet Propulsion Laboratory's Regional Ocean Modeling System (JPL ROMS) group.

```
layers = wmsfind('coastwatch*jpl*sst', 'SearchField', 'serverurl');
serverURL = layers(1).ServerURL;
server = WebMapServer(serverURL);
capabilities = server.getCapabilities();

% Obtain and view the data from the server.
% Show the boundaries of the nations and
% the global SST data.
nations = capabilities.Layer.refine('nations');
sst = capabilities.Layer.refine('sst');
sst = sst(1);
```

```
request = WMSMapRequest([sst nations], server);  
A = server.getMap(request.RequestURL);  
R = request.RasterRef;  
figure  
worldmap(A, R)  
geoshow(A, R)  
title({sst.LayerTitle, sst.Details.Dimension.Default})
```



Courtesy NOAA and NASA/JPL

## See Also

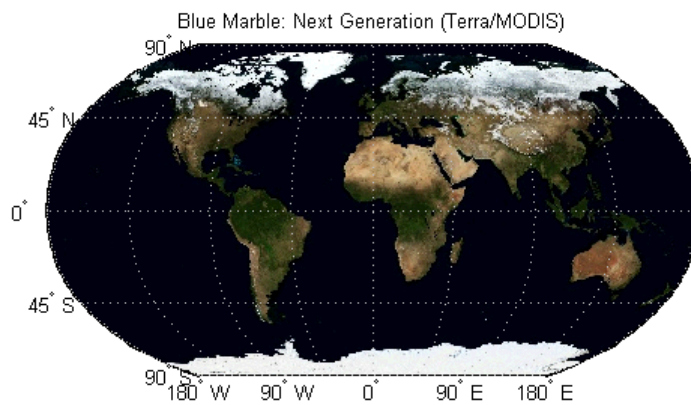
[WMSCapabilities](#) | [wmsfind](#) | [wmsinfo](#) | [WMSMapRequest](#) | [wmsread](#) | [wmsupdate](#)

# WebMapServer.getCapabilities

---

<b>Purpose</b>	Get capabilities document from server
<b>Syntax</b>	<code>capabilities = server.getCapabilities()</code>
<b>Description</b>	<code>capabilities = server.getCapabilities()</code> retrieves the capabilities document from the server as a <code>WMSCapabilities</code> object and updates the <code>RequestURL</code> property.
<b>Tips</b>	The <code>getCapabilities</code> method accesses the Internet to retrieve the document. Periodically, the WMS server is unavailable. Retrieving the document can take several minutes.
<b>Examples</b>	Retrieve the capabilities document from the NASA SVS Image Server: <pre>nasa = wmsfind('NASA SVS Image', 'SearchField', 'servertitle'); serverURL = nasa(1).ServerURL; server = WebMapServer(serverURL); capabilities = server.getCapabilities;</pre>

<b>Purpose</b>	Get raster map from server
<b>Syntax</b>	A = server.getMap(mapRequestURL)
<b>Description</b>	A = server.getMap(mapRequestURL) dynamically renders and retrieves a color or grayscale, geographically referenced, raster map from the server and stores it in A. Parameters in the URL, mapRequestURL, define the map. The getMap method also updates the WMSMapRequest.RequestURL property mapRequestURL.
<b>Tips</b>	getMap accesses the Internet to retrieve the map. Periodically, the WMS server is unavailable. Retrieving the map can take several minutes.
<b>Examples</b>	Retrieve a map of the Blue Marble global mosaic layer from the NASA Earth Observations WMS server:  <pre>neowms = wmsfind('neowms', 'SearchField', 'serverurl'); layer = neowms.refine('bluemarbleng', ...     'MatchType', 'exact'); server = WebMapServer(layer.ServerURL); mapRequest = WMSMapRequest(layer, server); A = server.getMap(mapRequest.RequestURL); R = mapRequest.RasterRef; figure worldmap world geoshow(A, R) setm(gca, 'MLabelParallel', -90, 'MLabelLocation', 90) title(layer.LayerTitle)</pre>



Courtesy NASA Earth Observations



**Purpose**

Update layer properties

**Syntax**

```
[updatedLayer, index] = server.updateLayers(layer)
```

**Description**

[updatedLayer, index] = server.updateLayers(layer) returns a WMSLayer array with properties updated with values from the server. The WMSLayer array Layer must contain only one unique ServerURL. The updateLayers method removes layers no longer available on the server. The logical array index contains true for each available layer, such that updatedLayers has the same size as layer(index).

The updateLayers method accesses the Internet to update the properties. Occasionally, a WMS server is unavailable, or several minutes elapse before the properties are updated.

**Examples**

Update the properties of a MODIS global mosaic layer obtained from the NASA Earth Observations WMS server.

```
nasa = wmsfind('NASA Earth Observations', 'SearchField', 'any');
modis = refine(nasa, 'land*day*month');
modis = modis(1);

% Create a WebMapServer object.
server = WebMapServer(modis.ServerURL);

% Update the properties of the modis layer.
updatedLayer = server.updateLayers(modis);

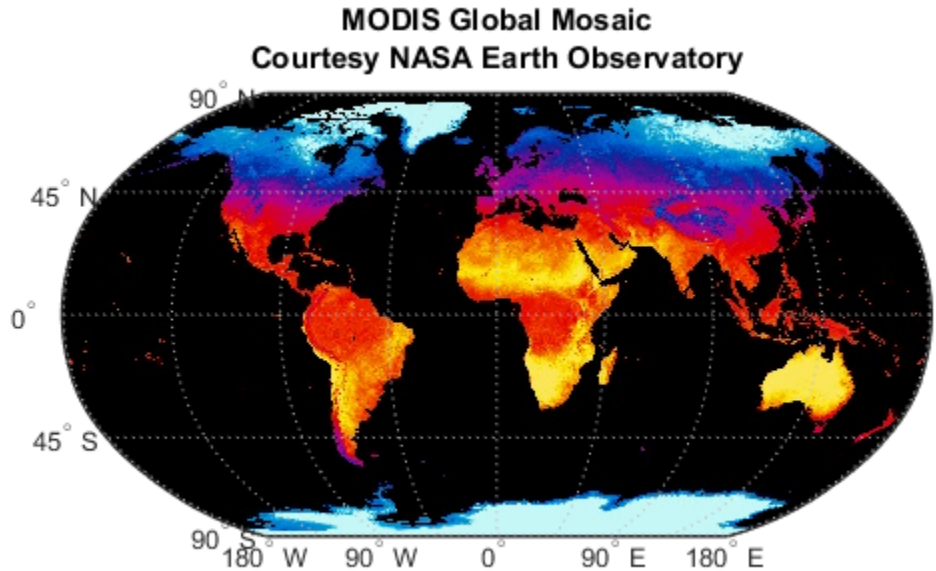
% View the metadata of the layer.
metadata = urlread(updatedLayer.Details.MetadataURL);
disp(metadata)

% Obtain and display the map.
mapRequest = WMSMapRequest(updatedLayer, server);
A = server.getMap(mapRequest.RequestURL);
R = mapRequest.RasterRef;
figure
```

# WebMapServer.updateLayers

---

```
worldmap world
geoshow(A, R)
setm(gca, 'MLabelParallel', -90, 'MLabelLocation', 90)
title({'MODIS Global Mosaic', 'Courtesy NASA Earth Observatory'})
```



---

Update the properties of layers from multiple servers. Find layers from USGS servers with the name geology in the server URL.

```
usgs = wmsfind('usgs.gov*geology', 'SearchField', 'serverurl');
```

Find the layers for an individual server USGS layers, update their properties, and append them to the updatedLayers array.

```
serverURLs = servers(usgs);
updatedLayers = [];
fprintf('Updating layer properties from %d servers.\n', ...
```

```
length(serverURLs));

for k=1:numel(serverURLs)
    serverURL = serverURLs{k};
    serverLayers = refine(usgs, serverURL, ...
        'SearchField', 'serverurl', 'MatchType', 'exact');
    fprintf('Updating properties from server %d:\n%s\n', ...
        k, serverURL);
    wms = WebMapServer(serverURL);
    try
        layers = updateLayers(wms, serverLayers);
        % Grow using concatenation because layers can have
        % any length ranging from 0 to numel(serverLayers).
        updatedLayers = [updatedLayers; layers];
    catch e
        fprintf('Server %s is not available.\n', serverURL);
        fprintf('Error message is %s\n', e.message)
    end
end
```

# westof

---

## Purpose

Wrap longitudes to values west of specified meridian

---

**Note** The `westof` function is obsolete and will be removed in a future release of the toolbox. Replace it with the following calls, which are also more efficient:

```
westof(lon,meridian,'degrees') ==> meridian-mod(meridian-lon,360)
```

```
westof(lon,meridian,'radians') ==> meridian-mod(meridian-lon,2*pi)
```

---

## Syntax

```
lonWrapped = westof(lon,meridian)
```

```
lonWrapped = westof(lon,meridian,angleunits)
```

## Description

`lonWrapped = westof(lon,meridian)` wraps angles in `lon` to values in the interval `(meridian-360 meridian]`. `lon` is a scalar longitude or vector of longitude values. All inputs and outputs are in degrees.

`lonWrapped = westof(lon,meridian,angleunits)` specifies the input and output units with the string *angleunits*. *angleunits* can be either 'degrees' or 'radians'. It may be abbreviated and is case-insensitive. If *angleunits* is 'radians', the input is wrapped to the interval `(meridian-2*pi meridian]`.

<b>Purpose</b>	Reference ellipsoid for World Geodetic System 1984
<b>Syntax</b>	<pre>E = wgs84Ellipsoid E = wgs84Ellipsoid(lengthUnit)</pre>
<b>Description</b>	<p>E = wgs84Ellipsoid returns a referenceEllipsoid object representing the World Geodetic System of 1984 (WGS 84) reference ellipsoid. The semimajor axis and semiminor axis are expressed in meters.</p> <p>E = wgs84Ellipsoid(lengthUnit) returns a WGS 84 reference ellipsoid object in which the semimajor axis and semiminor axis are expressed in the specified unit, lengthUnit.</p>
<b>Input Arguments</b>	<p><b>lengthUnit - Unit of measure</b> 'meter' (default)   character string</p> <p>Unit of measure, specified as a character string. You can specify any string accepted by the validateLengthUnit function.</p> <p><b>Example:</b></p> <p><b>Data Types</b> char</p>
<b>Output Arguments</b>	<p><b>E - WGS84 reference ellipsoid</b> referenceEllipsoid object</p> <p>WGS84 reference ellipsoid, returned as a referenceEllipsoid object.</p>
<b>Examples</b>	<p><b>Create wgs84 Reference Ellipsoid and View Derived Property</b></p> <p>Create a World Geodetic System of 1984 (wgs84) reference ellipsoid and view one of its derived properties.</p> <pre>wgs84InMeters = wgs84Ellipsoid  wgs84InMeters =</pre>

# wgs84Ellipsoid

---

referenceEllipsoid with defining properties:

```
Code: 7030
Name: 'World Geodetic System 1984'
LengthUnit: 'meter'
SemimajorAxis: 6378137
SemiminorAxis: 6356752.31424518
InverseFlattening: 298.257223563
Eccentricity: 0.0818191908426215
```

and additional properties:

```
Flattening
ThirdFlattening
MeanRadius
SurfaceArea
Volume
```

View value of SurfaceArea property.

```
wgs84InMeters.SurfaceArea
```

```
ans =
```

```
5.1007e+14
```

## Create wgs84 Reference Ellipsoid Specifying Units

Create a World Geodetic System of 1984 (wgs84) reference ellipsoid, specifying the unit of measure. In the summary information returned, note the value of the LengthUnit field.

```
wgs84InKilometers = wgs84Ellipsoid('km')
```

```
wgs84InKilometers =
```

referenceEllipsoid with defining properties:

```
Code: 7030
```

```
Name: 'World Geodetic System 1984'  
LengthUnit: 'kilometer'  
SemimajorAxis: 6378.137  
SemiminorAxis: 6356.75231424518  
InverseFlattening: 298.257223563  
Eccentricity: 0.0818191908426215
```

and additional properties:

```
Flattening  
ThirdFlattening  
MeanRadius  
SurfaceArea  
Volume
```

## See Also

[referenceEllipsoid](#) | [validateLengthUnit](#)

# wmclose

---

**Purpose** Close web map

**Syntax**  
wmclose  
wmclose(wm)  
wmclose all

**Description** wmclose closes the current web map.

wmclose(wm) closes the web map specified by wm.

wmclose all closes all web maps.

**Input Arguments**

**wm - Web map**  
web map handle

Web map, specified as a web map handle. You use the webmap function to get a web map handle when you create a web map.

**Examples**

**Close Current Web Map**

Open a web map, pause one second, and then close the web map.

```
webmap  
pause(1)  
wmclose
```

**Close Specified Web Map**

Open two web maps, pause for one second, and then close one of the web maps.

```
h1 = webmap;  
h2 = webmap('ocean basemap');  
pause(1)  
wmclose(h1)
```



### **Close All Web Maps**

Open two web maps, pause for one second, and then close all the web maps.

```
h1 = webmap;  
h2 = webmap('ocean basemap');  
pause(1)  
wmclose all
```

### **See Also**

[webmap](#) | [wmcenter](#) | [wmline](#) | [wmlimits](#) | [wmprint](#) | [wmmarker](#) | [wmremove](#) | [wmzoom](#)

# wmprint

---

**Purpose** Print web map

**Syntax** `wmprint()`  
`wmprint(wm)`

**Description** `wmprint()` prints the contents of the current web map to a printer.

`wmprint(wm)` prints the contents of the web map specified by `wm`.

**Input Arguments** **wm - Web map**  
scalar web map handle

Web map, specified as a scalar web map handle.

**Examples** **Print Web Map**

Create a web map, specifying a base layer.

```
webmap('mapquestopenstreetmap')
```

Position the web map.

```
wmcenter(51.487, 0, 15)
```

Print the contents of the web map.

```
wmprint()
```

**See Also** `wmclose` | `wmcenter` | `wmline` | `wmlimits` | `webmap` | `wmmarker` | `wmremove` | `wmzoom`

**Purpose** Display geographic marker on web map

**Syntax**

```
wmmarker(lat,lon)
wmmarker(p)
wmmarker(wm, ___)
wmmarker(__,Name,Value)
h = wmmarker( ___)
```

**Description** `wmmarker(lat,lon)` displays a marker overlay consisting of the points in `lat` and `lon`. The overlay appears on the current web map, or if there is no current web map, `wmmarker` creates one. `wmmarker` centers the map so that all vector overlays on the web map are visible.

`wmmarker(p)` displays a marker overlay based on the content of the geopoint vector `p`. The overlay contains one point for each element of `p`.

`wmmarker(wm, ___)` displays the overlay in the web map specified by the web map handle, `wm`.

`wmmarker(__,Name,Value)` specifies name-value pairs that set additional display properties. Parameter names can be abbreviated and are case-insensitive.

`h = wmmarker( ___)` returns a handle to the overlay.

## Input Arguments

**lat - Latitude of points**  
matrix of type `single` or `double`

Latitude of points, specified as an array of type `single` or `double`.

**Example:** `lat = [42.3583 40.7142];`

**Data Types**  
`single` | `double`

**lon - Longitude of points**

matrix of type `single` or `double`

Longitude of points, specified as an array of type `single` or `double`.

**Example:** `lon = [-71.0603 74.0064];`

## Data Types

`single` | `double`

## **p** - Geographic features

geopoint vector

Geographic features, specified as a geopoint vector.

**Example:** `p = gpxread('boston_placenames');`

## **wm** - Web map

web map handle

Web map, specified as a web map handle.

## Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes (`' '`). You can specify several name and value pair arguments in any order as `Name1,Value1,...,NameN,ValueN`.

**Example:** `wmmarker(lat,lon,'Autofit',true)`

## 'Autofit' - Overlay visibility

`true` (default) | `false`

Overlay visibility, specified as the logical flag `true` or `false`, or the numeric value 1 or 0. If `true` or 1, `wmmarker` adjusts the spatial extent of the map to ensure that all the vector overlays on the map are visible. If `false`, `wmmarker` does not adjust the spatial extent when the overlay is added to the map.

Overlay visibility, specified as a scalar logical or numeric value `true` (1) or `false` (0).

- If `true`, `wmmarker` adjusts the spatial extent of the map to ensure that all the vector overlays on the map are visible.
- If `false`, `wmmarker` does not adjust the spatial extent when the overlay is added to the map.

**Example:** `wmmarker(lat,lon,'Autofit',true)`

### Data Types

`double` | `logical`

### 'Description' - Description of feature

`character string` | `cell array of strings` | `scalar structure` | `empty string` (default)

Description of feature, specified as a character string, cell array of strings, or scalar structure. The description defines the content that is displayed in the feature's description balloon which appears when a user clicks on the feature in the web map. Description elements can be either plain text or marked up with HTML. When you specify an attribute spec, the display in the balloon for the attribute fields of `p` are modified according to the specification. The default value is an empty string ( `'` ). If the value is a structure, the attribute spec is applied to the attributes of each feature of `p` and ignored with `lat` and `lon` input.

- If the value is a cell array it is either scalar or the same length as `p`, or `lat` and `lon`, and specifies the description for each marker.
- If the value is a structure, the attribute spec is applied to the attributes of each feature of `p` and ignored with `lat` and `lon` input.

### Data Types

`char` | `struct` | `cell`

### 'OverlayName' - Name of overlay layer

`text string` | `'Marker Overlay N'`, (default)

Name of overlay layer, specified as a text string. `wmmarker` inserts the name in the Layer Manager under the Overlays item. The Layer Manager is the tool that appears on the right side of the web map frame.

The default name is 'Marker Overlay  $N$ ' where  $N$  is the number assigned to this overlay.

**Example:** `wmmarker(lat,lon,'OverlayName','Route');`

## Data Types

char

### 'FeatureName' - Name of feature

text string | cell array of strings | `'OverlayName: Point  $K$ '` (default)

Name of feature, specified as a text string or cell array of strings. The name appears in the feature's balloon when a user clicks on the feature in the web map. The default value is `'OverlayName: Point  $K$ '`, where *OverlayName* is the name of the overlay and  $K$  is the number assigned to a particular point. If the value is a string, `wmmarker` applies it to all features. If the value is a cell array, it must be a scalar or an array with the same length as `p` or `lat` and `lon`.

**Example:** `wmmarker(lat,lon,'FeatureName','Mt.Ranier');`

## Data Types

char | cell

### 'Icon' - File name of custom icon for a marker

text string | cell array of strings

File name of custom icon for a marker, specified as a text string or cell array of strings. If the icon filename is not in the current folder, or in a folder on the MATLAB path, specify a full or relative pathname. The string may be an Internet URL, which must include the protocol type. If the icon filename is not specified, the default icon is displayed. For best results when you want to view a non-default icon, specify a PNG file containing image data with an alpha mask.

- If the value is a string, `wmmarker` applies the value to all markers.
- If you specify a cell array, it must be the same length as `p`, or `lat` and `lon`, and specifies the icon for each marker.

**Data Types**

char | cell

**'IconScale' - Scaling factor for icon**

1 (default) | positive numeric scalar or vector.

Scaling factor for icon, specified as a positive numeric scalar or vector.

- If the value is a scalar, the value is applied to all icons.
- If the value is a vector, it must specify a value for each icon, and it must be the same length as `lat` and `lon` or `p`.

**Data Types**

double

**'Color' - Color of icon**'red' (default) | ColorSpec | cell array of strings |  $M$ -by-3 numeric array

Color of icon, specified as a MATLAB Color Specification (ColorSpec), a cell array of color strings, or a numeric array. The color is applied to the icon when a custom icon file has not been specified, otherwise it is ignored. The default value is 'red'. If the value is a cell array, it must be the same length as `LAT` and `LON`, or `P`. If the value is a numeric array, it must be 1-by-3 or  $M$ -by-3 where  $M$  is the length of `lat` and `lon` or `p`.

- If the value is a cell array, it must be scalar or the same length as `p`.
- If the value is a numeric array, it must be an  $M$ -by-3 where  $M$  is either 1 or the length of `p`.

**Output Arguments****h - Handle to marker overlay**

scalar

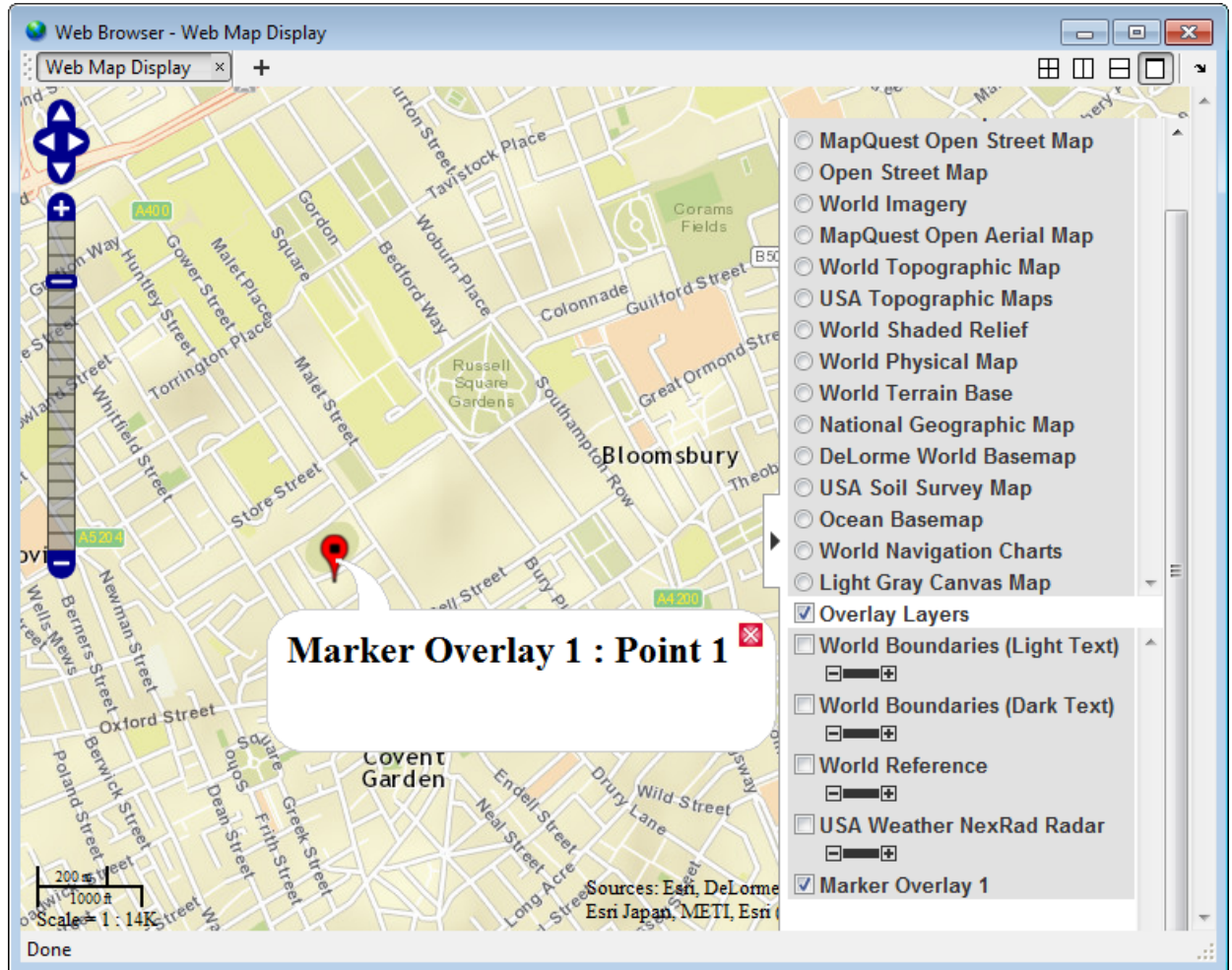
Handle to marker overlay, returned as a scalar.

**Examples****Draw Marker on Web Map**

Add a marker positioned at London, England. In the illustration, note the default marker name and overlay name.

# wmmarker

```
lat = 51.5187666404504;  
lon = -0.130003487285315;  
wmmarker(lat, lon);
```





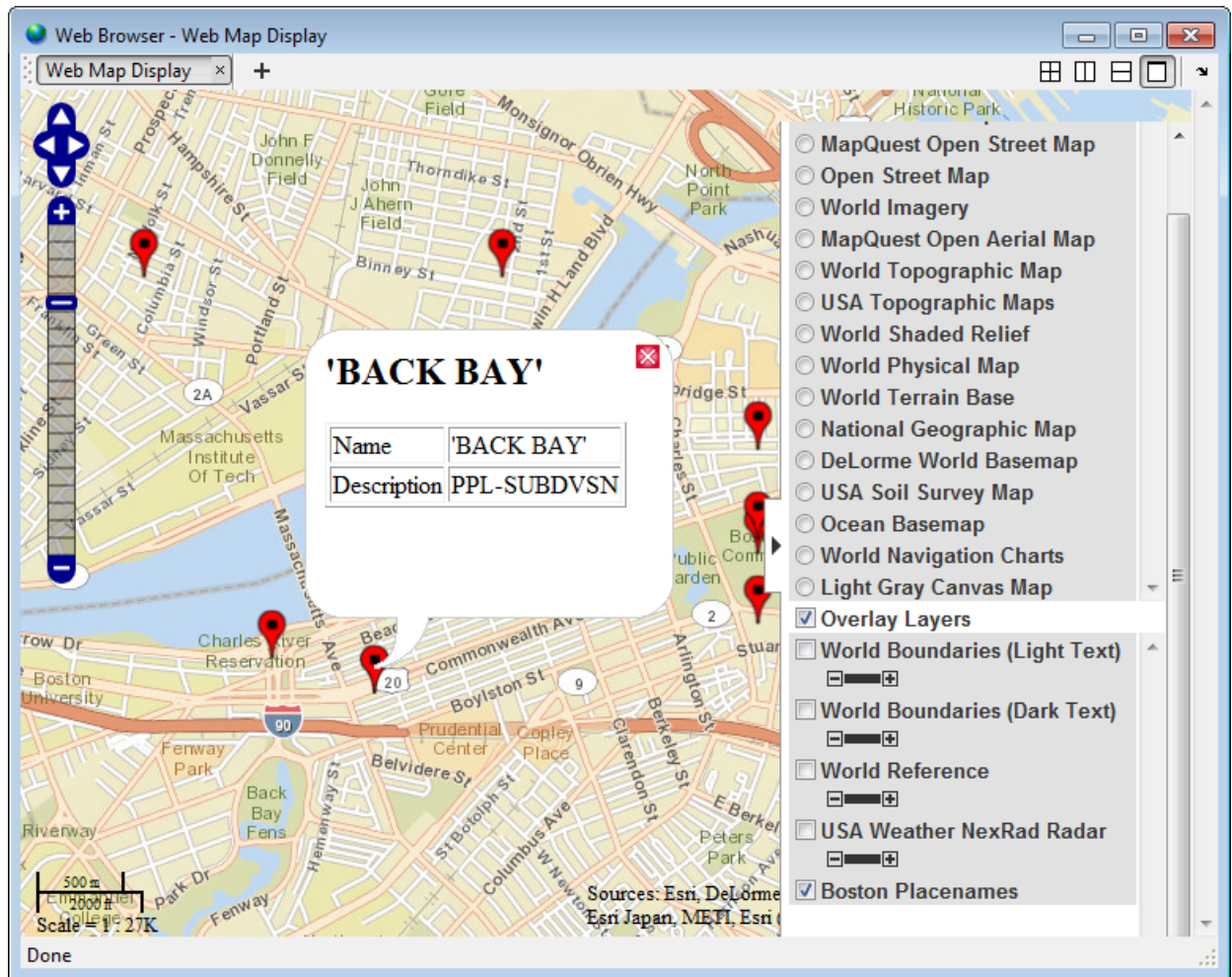
## **Draw Markers at Features Defined in a geopoint Vector**

Read feature data into geopoint vector.

```
p = gpxread('boston_placenames');
```

Draw markers at features defined in geopoint vector. `wmmarker` creates the web map. In the illustration, note the feature name in the balloon and the overlay name in the Layer Manager, which were specified in the call to `wmmarker`.

```
wmmarker(p, 'FeatureName', p.Name, 'OverlayName', 'Boston Placenames');
```



## Draw Marker Using Custom Icon and Description Data

Define location.

```
lat = 42.299827;
```

```
lon = -71.350273;
```

Specify text in description balloon and name.

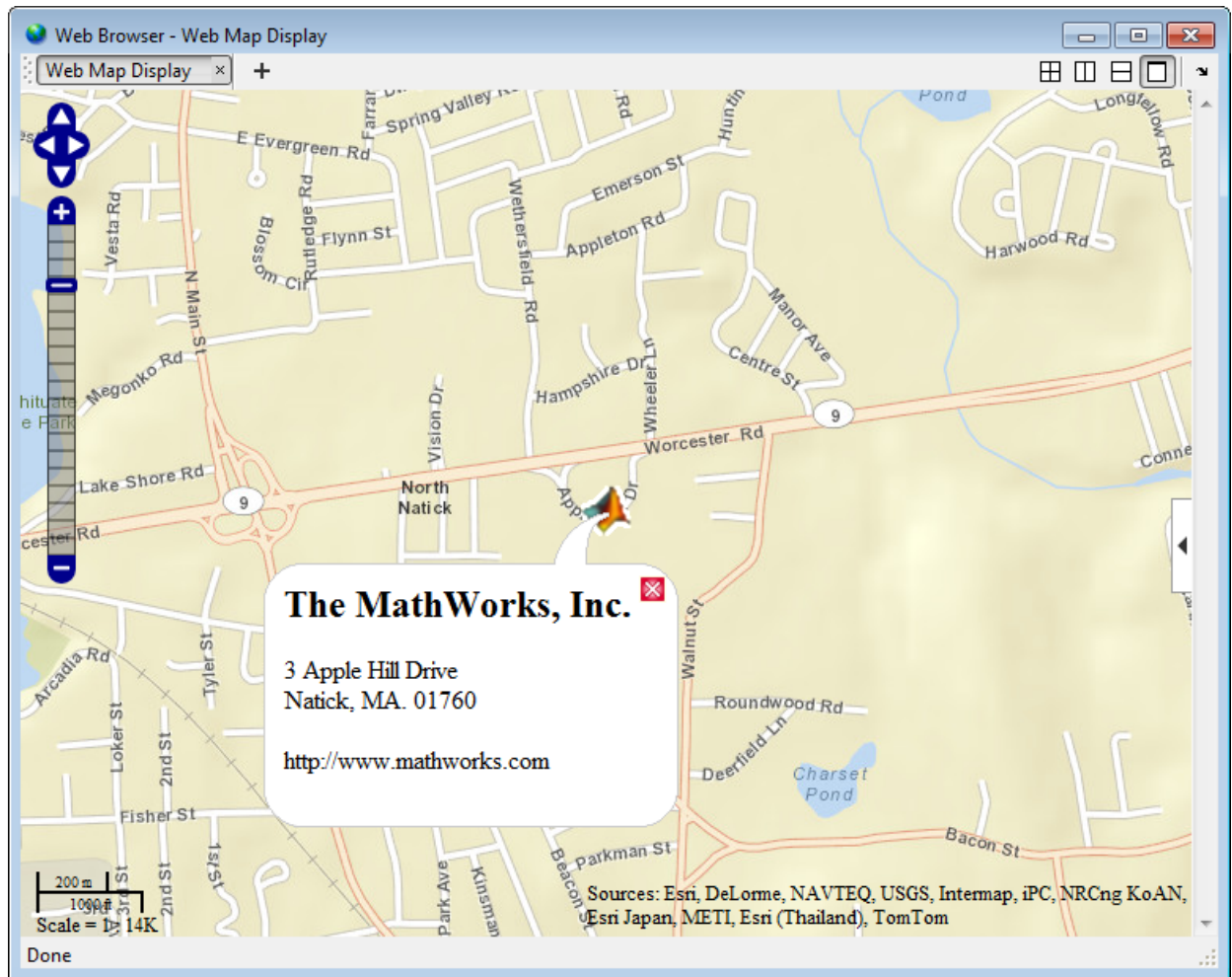
```
description = sprintf('%s<br>%s</br><br>%s</br>',...  
                    '3 Apple Hill Drive', 'Natick, MA. 01760', ...  
                    'http://www.mathworks.com');  
name = 'The MathWorks, Inc.';
```

Specify custom icon.

```
iconDir = fullfile(matlabroot,'toolbox','matlab','icons');  
iconFilename = fullfile(iconDir, 'matlabicon.gif');
```

Draw marker on web map, specifying Description, FeatureName, Icon, and OverlayName. wmmarker creates the web map. In the illustration, note the custom icon and the HTML formatting in the description.

```
wmmarker(lat, lon, 'Description', description, ...  
         'FeatureName', name,...  
         'Icon', iconFilename,...  
         'OverlayName', name);
```



## Draw Marker Overlay Using Attribute Spec

Import a shapefile representing tsunami (tidal wave) events reported over several decades, tagged geographically by source location.

```
S = shaperead('tsunamis', 'UseGeoCoords', true);
```

Convert the geostruct returned by shaperead into a geopoint vector.

```
p = geopoint(S);
```

Create an attribute spec and modify it to define a table of values to display in the feature balloon, including year, cause, country, location, and maximum height. The attribute spec defines the format of the expected value for each field.

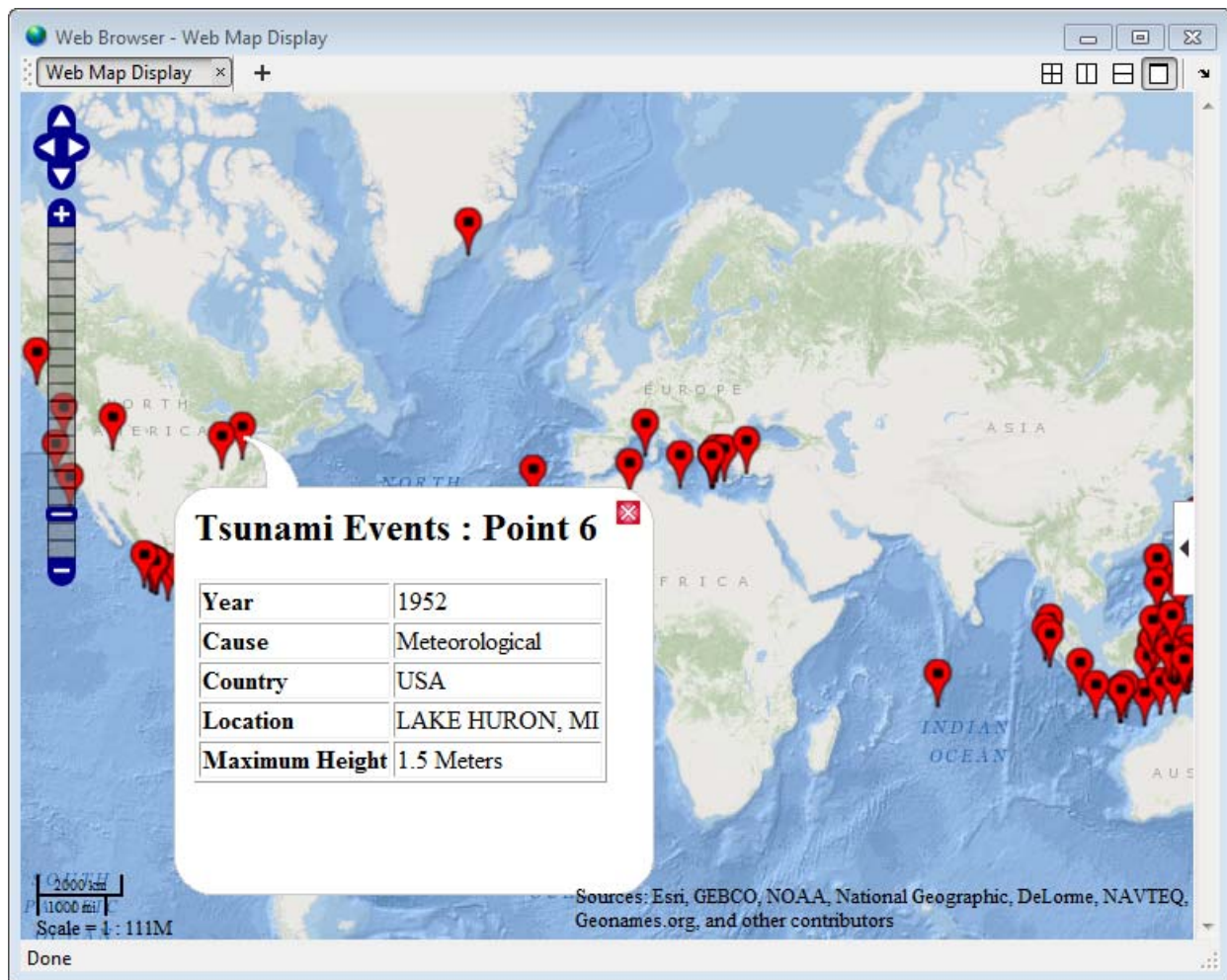
```
attribspec = makeattribspec(p);
```

```
desiredAttributes = ...
    {'Max_Height', 'Cause', 'Year', 'Location', 'Country'};
allAttributes = fieldnames(attribspec);
attributes = setdiff(allAttributes, desiredAttributes);
attribspec = rmfield(attribspec, attributes);
attribspec.Max_Height.AttributeLabel = '<b>Maximum Height</b>';
attribspec.Max_Height.Format = '%.1f Meters';
attribspec.Cause.AttributeLabel = '<b>Cause</b>';
attribspec.Year.AttributeLabel = '<b>Year</b>';
attribspec.Year.Format = '%.0f';
attribspec.Location.AttributeLabel = '<b>Location</b>';
attribspec.Country.AttributeLabel = '<b>Country</b>';
```

Create a web map, specifying the base layer. Then add the marker overlay. In the illustration, note the table containing the data you specified in the attribute spec.

```
webmap('ocean basemap', 'WrapAround', false);
wmmarker(p, 'Description', attribspec,...
    'OverlayName', 'Tsunami Events')
wmzoom(2)
```

# wmmarker



## See Also

[wmclose](#) | [wmcenter](#) | [wmline](#) | [wmlimits](#) | [wmprint](#) | [webmap](#) | [wmremove](#) | [wmzoom](#)

**Purpose**

Display geographic line on web map

**Syntax**

```
wmline(lat,lon)
wmline(p)
wmline(wm, ___ )
wmline( ___,Name,Value)
h = wmline( ___ )
```

**Description**

`wmline(lat,lon)` displays a line overlay consisting of the vertices in `lat,lon` on the current web map. If there is no current web map, `wmline` creates one. `wmline` centers the map so that all vector overlays displayed on the web map are visible.

`wmline(p)` displays a line overlay based on the content of the geoint or geoshape vector `p`.

- If `p` is a geoint vector, the overlay contains a single line connecting its vertices.
- If `p` is a geoshape vector, the overlay contains one line feature for each element of `p`.

`wmline(wm, ___ )` displays the line overlay on the web map specified by the web map handle, `wm`

`wmline( ___,Name,Value)` specifies name-value pairs that set additional display properties

`h = wmline( ___ )` returns a handle to line overlay.

**Input Arguments****lat - Latitude values**

array of type `single` or `double`

Latitude values, specified as an array of type `single` or `double`.

**Example:** `lat = [42.3583 40.7142];`

## Data Types

single | double

## lon - Longitude values

array of type single or double

Longitude values, specified as an array of type single or double.

**Example:** lon = [-71.0603 74.0064];

## Data Types

single | double

## p - Geographic features

geopoint vector | geoshape vector

Geographic features, specified as a geopoint or geoshape vector.

**Example:** p = gpxread('sample\_tracks', 'Index', 1:2);

## wm - Web map

web map handle

Web map, specified as a web map handle.

## Name-Value Pair Arguments

Specify optional comma-separated pairs of **Name**, **Value** arguments. **Name** is the argument name and **Value** is the corresponding value. **Name** must appear inside single quotes (' '). You can specify several name and value pair arguments in any order as **Name1**, **Value1**, ..., **NameN**, **ValueN**.

**Example:** wmline(lat,lon,'OverlayName','Shortest Route');

## 'Autofit' - Line visibility

true (default) | false

Line visibility, specified as the scalar logical or numeric value true (1) or false (0).



- If `true`, `wmline` adjusts the spatial extent of the map to ensure that all the vector overlays on the map are visible.
- If `false`, `wmline` does not adjust the spatial extent when this vector layer is added to the map.

**Example:** `wmline(lat,lon,'Autofit',true)`

### Data Types

`double` | `logical`

### 'Description' - Description of feature

`character string` | `cell array of strings` | `scalar structure` | `empty string` (default)

Description of feature, specified as a character string, cell array of strings, or a scalar structure. The description defines the content that is displayed in the feature's description balloon which appears when a user clicks on the feature in the web map. Description elements can be either plain text or marked up with HTML. When an attribute spec is provided, the display in the balloon for the attribute fields of `p` are modified according to the specification. The default value is an empty string.

- If the value is a cell array, it must be either a scalar or the same length as `p` and specifies the description for each line.
- If the value is a structure, the attribute spec is applied to each line.

### Data Types

`char` | `struct` | `cell`

### 'OverlayName' - Name of overlay layer

`text string` | `'Line Overlay N'`, (default)

Name of overlay layer, specified as a text string. `wmline` inserts the name in the Layer Manager under the "Overlays" item. The Layer Manager is the tool that appears on the right side of the web map browser. The default name is `'Line Overlay N'` where `N` is the number assigned to this overlay.

**Example:** `wmline(lat,lon,'OverlayName','Route');`

## Data Types

char

### 'FeatureName' - Name of feature

text string | cell array of strings | `'OverlayName: Line K'` (default)

Name of feature, specified as text string or cell array of strings. The name appears in the feature's balloon when a user clicks on the feature in the web map. The default value is `'OverlayName: Line K'`, where *OverlayName* is the name of the overlay and *K* is the number assigned to the particular line.

- If the value is a string, it applies to all features.
- If the value is a cell array of strings, it must be either a scalar or the same length as *p*.

**Example:** `wmline(lat,lon,'FeatureName','Route 66');`

## Data Types

char | cell

### 'Color' - Line color

'black' (default) | ColorSpec | cell array of strings | *M*-by-3 numeric array

Line color, specified as a MATLAB Color Specification (ColorSpec), a cell array of color strings, or a numeric array.

- If the value is a cell array, it must be scalar or the same length as *p*.
- If the value is a numeric array, it must be an *M*-by-3 where *M* is either 1 or the length of *p*.

**Example:** `wmline(lat,lon,'Color','white');`

### 'Width' - Line width

1 (default) | positive numeric scalar or vector

Line width, specified as a positive numeric scalar or vector. If you specify a vector, it must include a value for each line, that is, the vector must be the same length as `p`.

**Example:** `wmline(lat,lon,'Width',2);`

## Tips

- Under certain conditions, when you zoom in on a line overlay in a web map, parts of the line may become invisible. This can occur if the data is one line segment that is composed of many parts. To workaroud this issue, break the long line into a series of line segments by inserting NaNs in the line data.

## Output Arguments

### **h** - Overlay layer

handle to line overlay

Overlay layer, returned as a handle.

## Examples

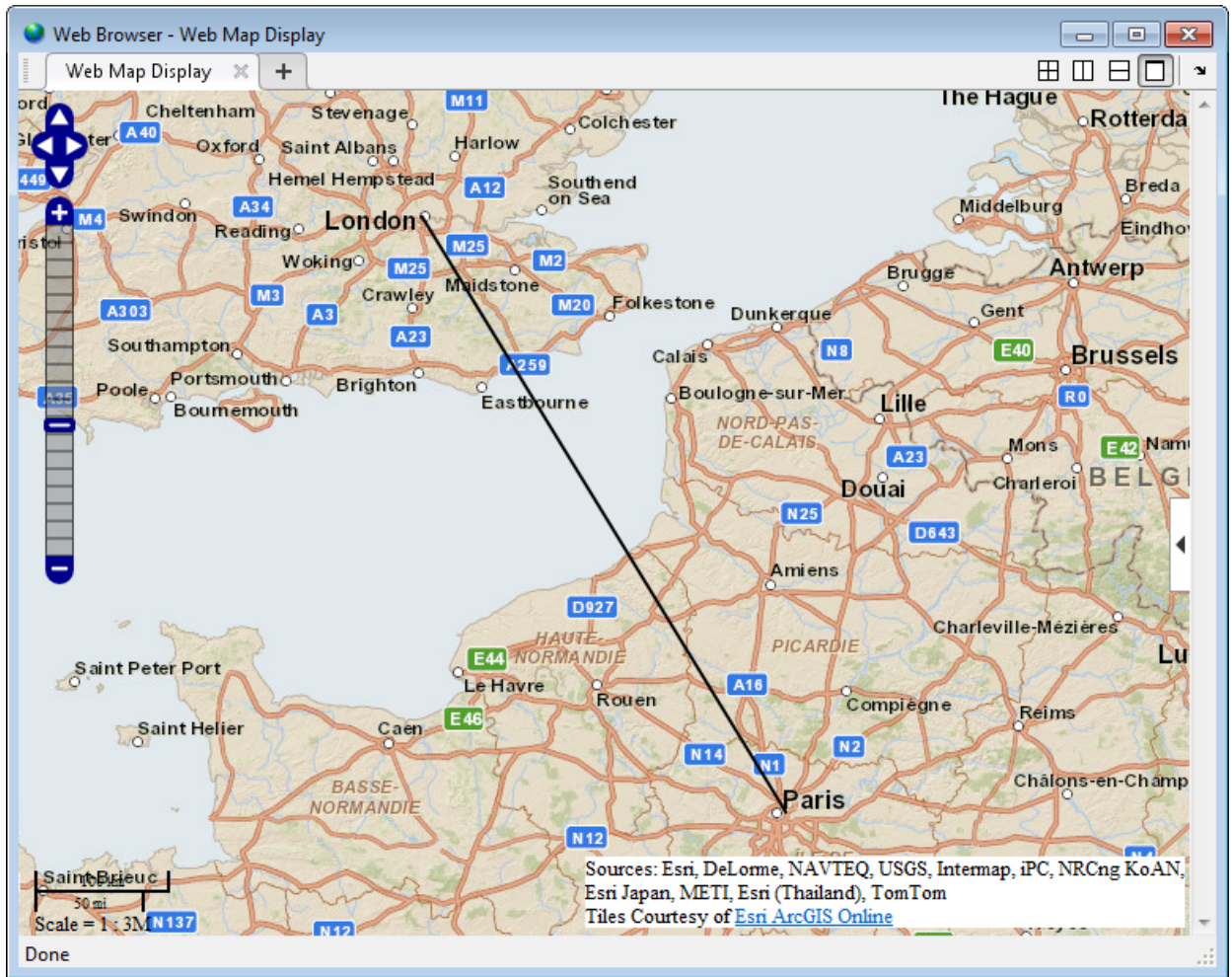
### **Draw Line on Web Map**

Find the latitude and longitude for London and Paris.

```
cities = shaperead('worldcities.shp', 'UseGeoCoords', true, ...  
    'Selector', ...  
    {@(v)(ismember(v, {'London', 'Paris'})), 'Name'});  
lat = [cities.Lat];  
lon = [cities.Lon];
```

Draw line on web map from London to Paris.

```
wmline(lat, lon)
```



## Draw Reduced Line on Web Map

Large data sets can sometimes be slow to display, making the web map browser appear to hang. To work around this issue, reduce the size of the data set using the `reducedem` function before calling `wmline`.

Load vector data.

```
coast = load('coast');
```

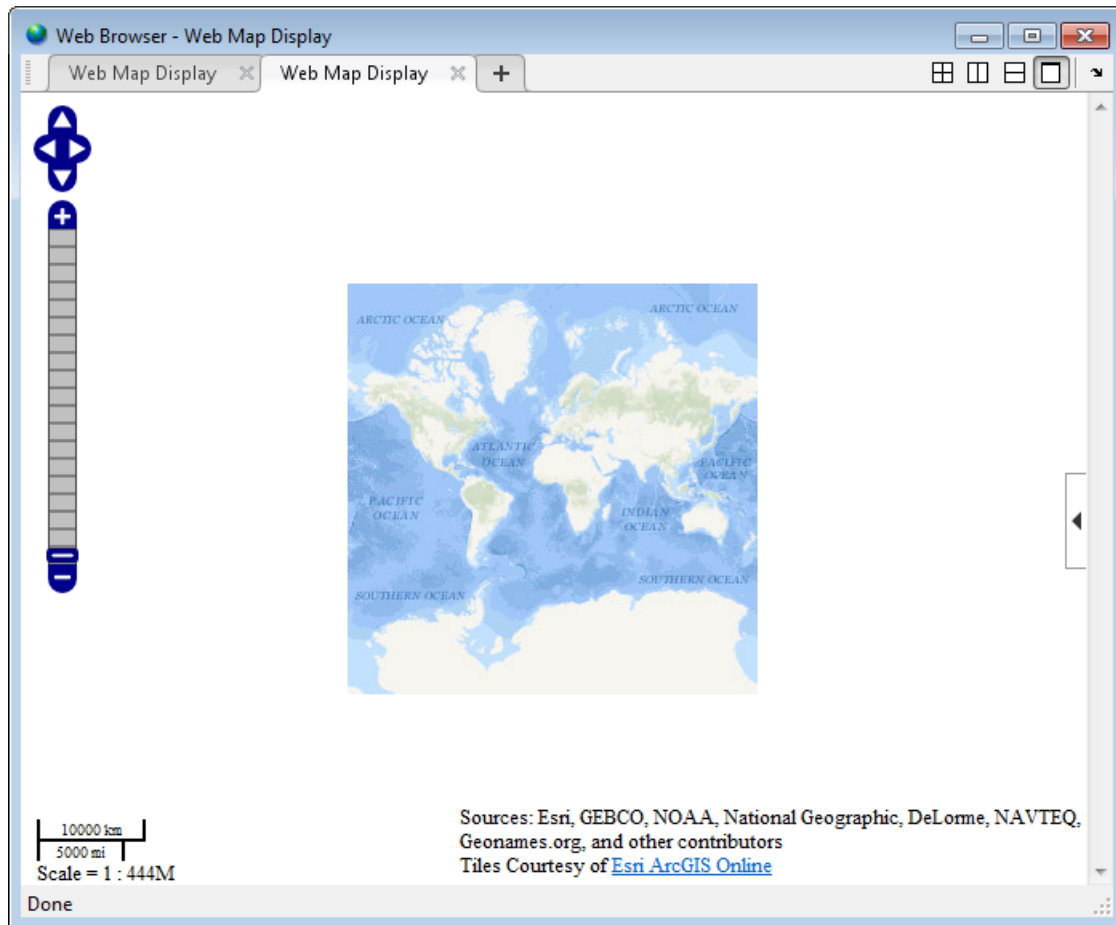
Reduce length of vectors.

```
[lat, lon] = reduceem(coast.lat, coast.long);
```

Create a web map that does not wrap since data is of global extent.

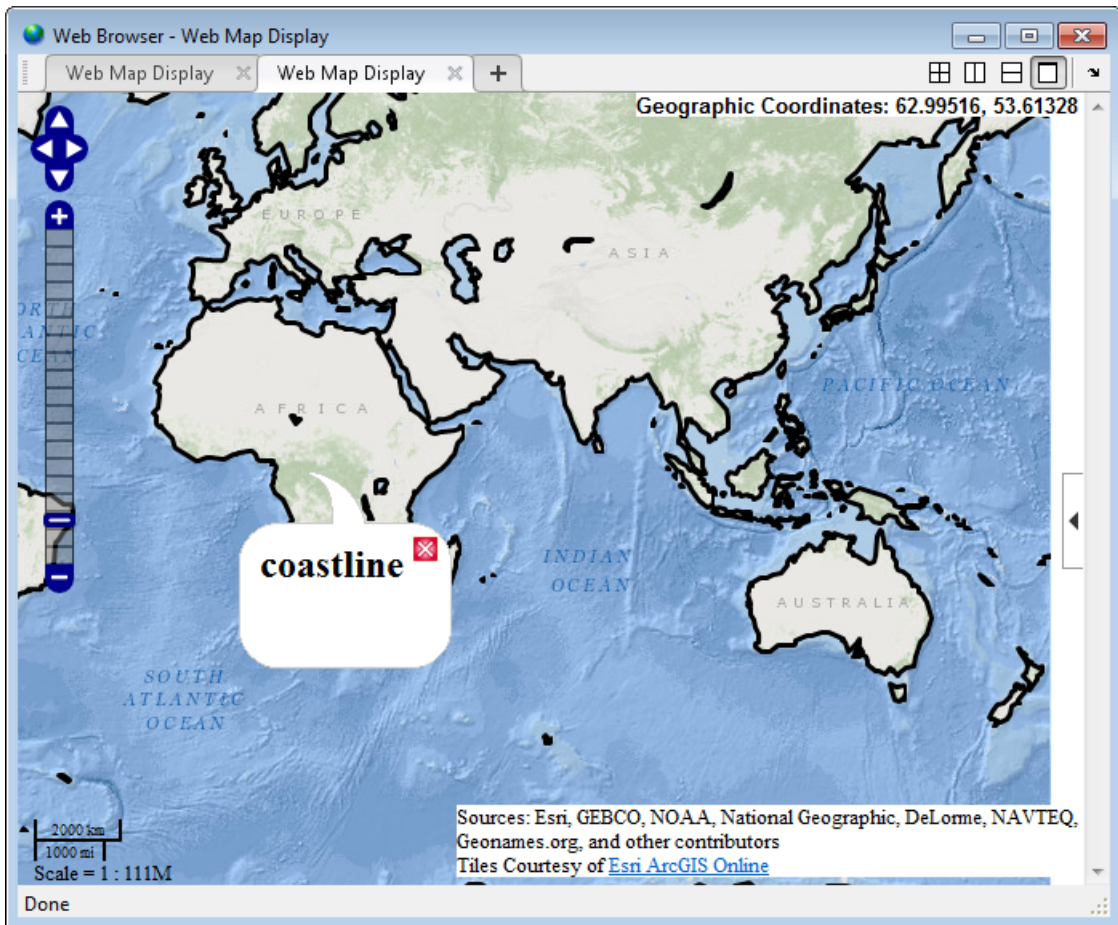
```
webmap('ocean basemap', 'WrapAround', false)
```

# wmline



Draw coast line on web map.

```
wmline(lat, lon, 'Width', 3, 'FeatureName', 'coastline')  
wmzoom(2)
```



### Draw Circles on Web Map

This example shows how to draw lines on a web map, displaying range data for an airport approach pattern.

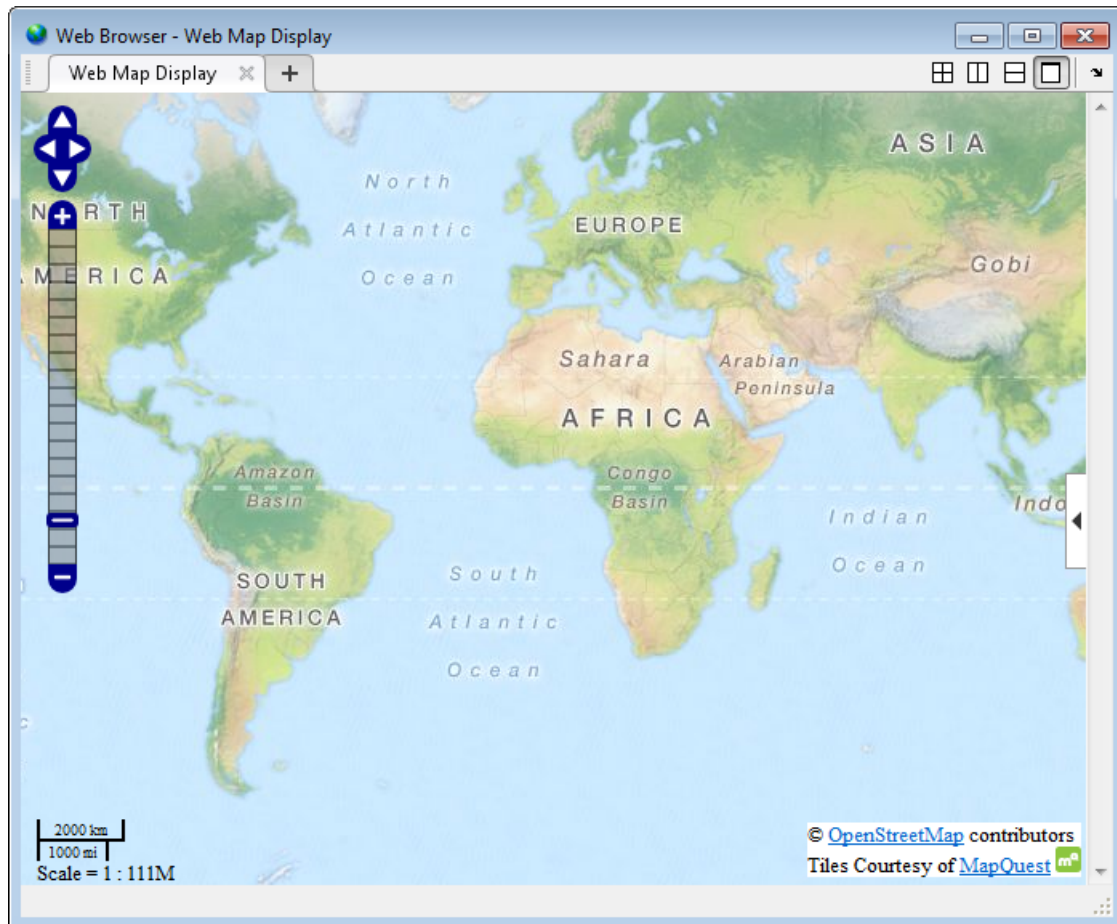
Assign latitude and longitude of the feature.

```
lat0 = 51.50487;
```

```
lon0 = .05235;
```

Create a web map using MapQuest OpenStreetMap layer.

```
webmap('MapQuestOpenStreetMap')
```



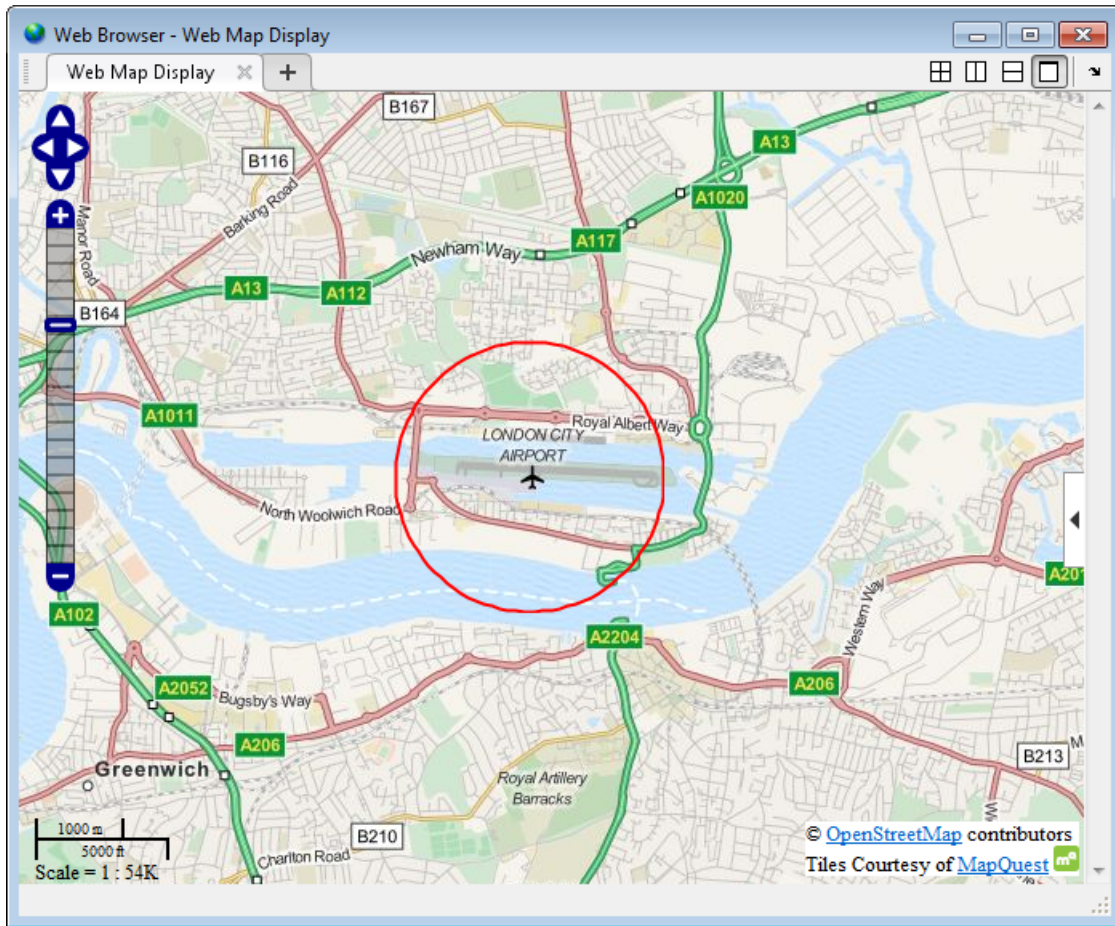
Compute small circle for 1000 meter radius.



```
radius = 1000;  
az = [];  
e = wgs84Ellipsoid;  
[lat, lon] = scircle1(lat0, lon0, radius, az, e);
```

Draw red circle with 1000 meter radius.

```
wmline(lat, lon, 'Color', 'red', 'OverlayName', '1000 Meters');
```

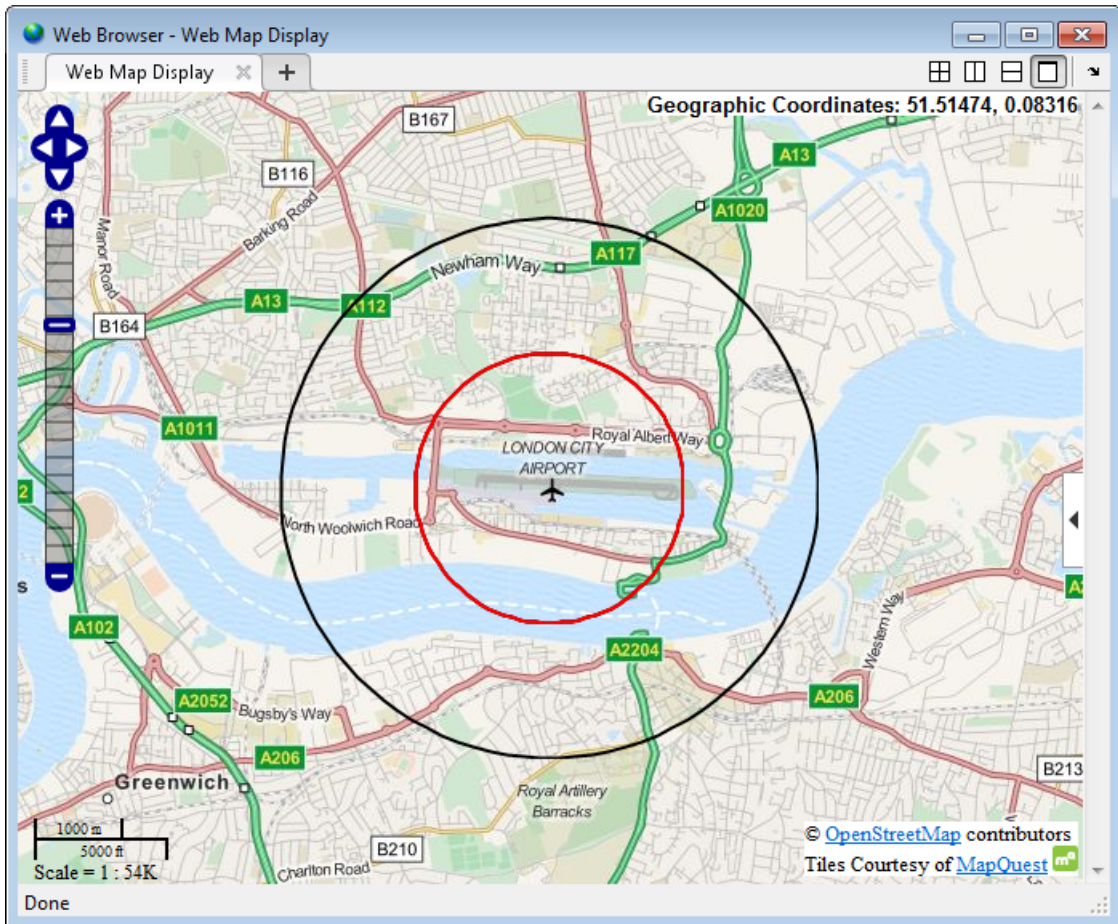


Compute small circle for 2000 meter radius.

```
radius = 2000;  
[lat, lon] = scircle1(lat0, lon0, radius, az, e);
```

Draw black circle with 2000 meter radius.

```
wmline(lat, lon, 'Color', 'k', 'OverlayName', '2000 Meters');
```



## See Also

wmclose | wmcenter | webmap | wmlimits | wmprint | wmmarker |  
wmremove | wmzoom

# wmremove

---

**Purpose** Remove overlay on web map

**Syntax** `wmremove()`  
`wmremove(h)`

**Description** `wmremove()` removes the overlay most recently inserted into the current web map.

`wmremove(h)` removes the overlay or overlays specified by the scalar overlay handle or vector of overlay handles `h`.

**Input Arguments** **h - Web map overlay**  
*scale overlay handle or vector of overlay handles*

Web map overlay, specified as a scalar overlay handle or a vector of overlay handles.

**Examples** **Remove a Marker Overlay**

Draw a marker on a web map. `wmmarker` creates the web map. Pause, and then remove the marker overlay.

```
wmmarker(42, -73);  
pause(1);  
wmremove()
```

**Remove Multiple Overlays**

Draw several marker overlays on a web map. `wmmarker` creates the web map. Pause, and then remove the marker overlays, specifying a vector of overlay handles.

```
h1 = wmmarker(42, -80);  
h2 = wmmarker(42, -78);  
pause(1);  
wmremove([h1 h2])
```

### **Remove Line Overlay**

Create a web map.

```
wm = webmap();
```

Load coastline data and display it as an overlay on the webmap.

```
coast = load('coast');  
h = wmline(coast.lat, coast.long);
```

Remove the overlay specified by h.

```
wmremove(h)
```

### **See Also**

[wmclose](#) | [wmcenter](#) | [wmline](#) | [wmlimits](#) | [wmprint](#) | [wmmarker](#) | [webmap](#) | [wmzoom](#)

# wmcenter

---

**Purpose** Set or obtain web map center point

**Syntax**

```
wmcenter(centerLatitude,centerLongitude)
wmcenter(wm,centerLatitude,centerLongitude)
wmcenter( __ ,zoomLevel)
[lat,lon] = wmcenter()
[lat,lon] = wmcenter(wm)
```

**Description** `wmcenter(centerLatitude,centerLongitude)` centers the current web map at the specified latitude and longitude. If there is no current web map, `wmcenter` creates a new web map.

`wmcenter(wm,centerLatitude,centerLongitude)` centers the web map, specified by the handle `wm`, at the specified latitude and longitude.

`wmcenter( __ ,zoomLevel)` centers and zooms the web map to the specified zoom level.

`[lat,lon] = wmcenter()` returns the latitude and longitude of the center point of the current web map.

`[lat,lon] = wmcenter(wm)` returns the latitude and longitude of the center point of the web map specified by the handle `wm`.

## **Input Arguments**

### **centerLatitude - Latitude of center point**

scalar in the range [-90 90] of type `single` or `double`

Latitude of center point, specified as a scalar in the range [-90 90] of type `single` or `double`.

### **Data Types**

`single` | `double`

### **centerLongitude - Longitude of center point**

scalar in the range [-180 180] of type `single` or `double`

Longitude of center point, specified as a scalar in the range [-180 180] of type `single` or `double`.

**Data Types**

`single` | `double`

**wm - Web map**

web map handle

Web map, specified as a web map handle.

**zoomLevel - Zoom level**

scalar numeric integer in the range [0 18] of type `single` or `double`

Zoom level, specified as a scalar numeric integer in the range [0 18] of type `single` or `double`.

**Data Types**

`single` | `double`

**Output Arguments****lat - Latitude of center point**

scalar in the range [-90 90] of type `single` or `double`

Latitude of center point, returned as a scalar in the range [-90 90] of type `single` or `double`.

**Data Types**

`single` | `double`

**lon - Longitude of center point**

scalar in the range [-180 180] of type `single` or `double`

Longitude of center point, returned as a scalar in the range [-180 180] of type `single` or `double`.

**Data Types**

`single` | `double`

**Tips**

- Particular maps may not support every available zoom level. If your map displays as completely white, try another zoom level. The map you are displaying may not support the zoom level you have currently

selected. You can also select another base layer, which might support the specified zoom level.

## Examples

### Display web map and center it

Display a map and find its center point. `wmcenter` creates a web map if none exists.

```
[centerLatitude, centerLongitude] = wmcenter()
```

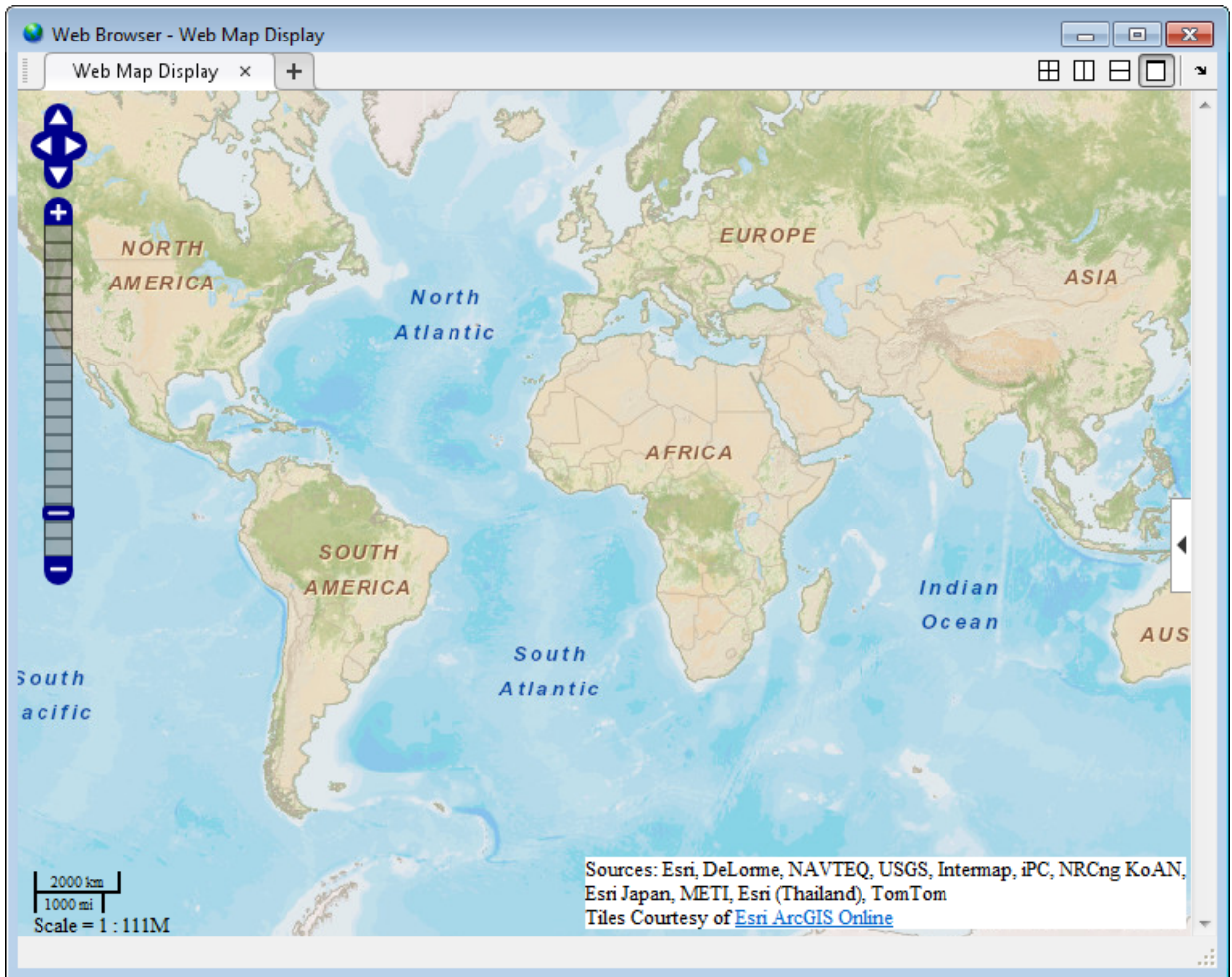
```
centerLatitude =
```

```
0
```

```
centerLongitude =
```

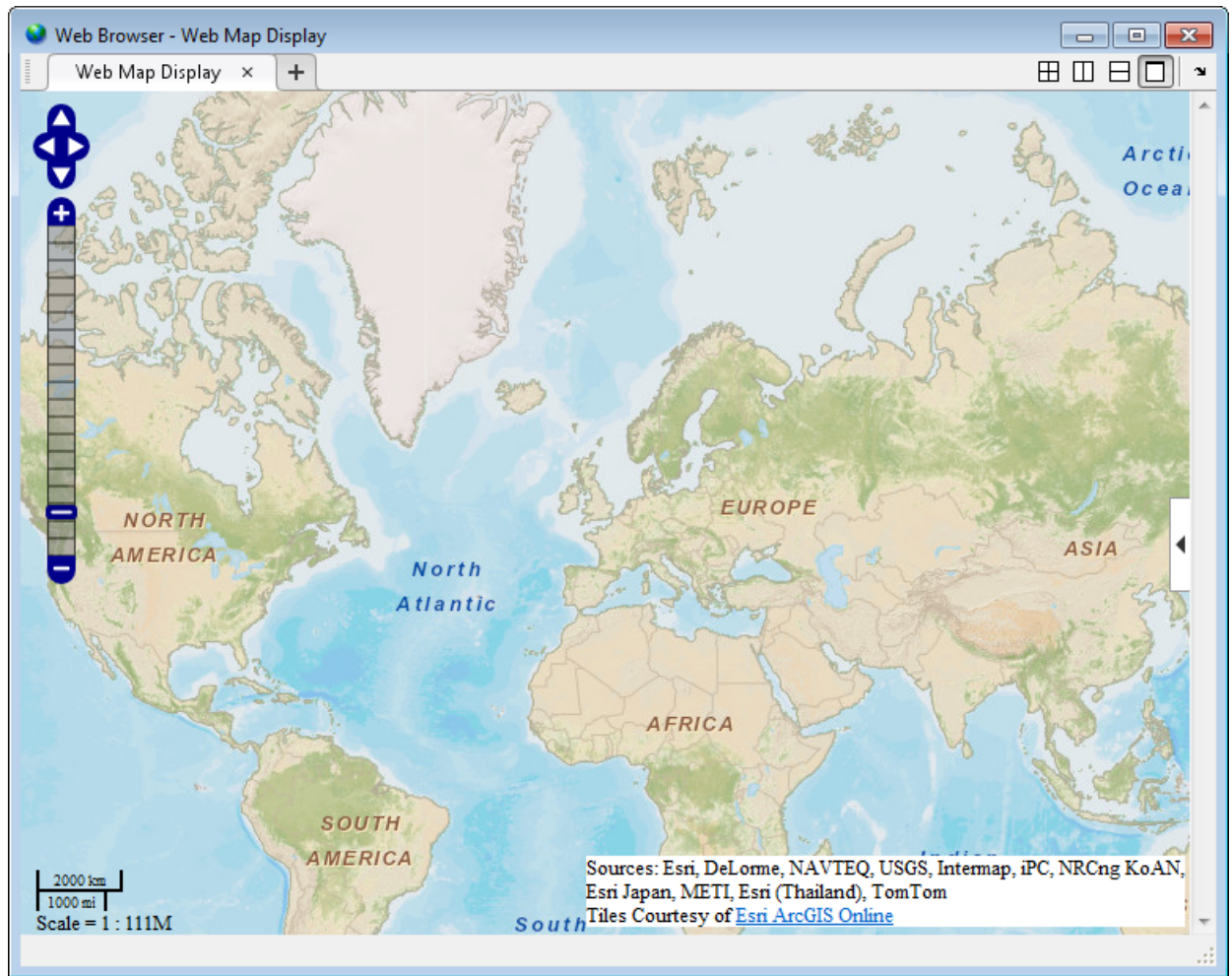
```
0
```





Center the map at the specified center point.

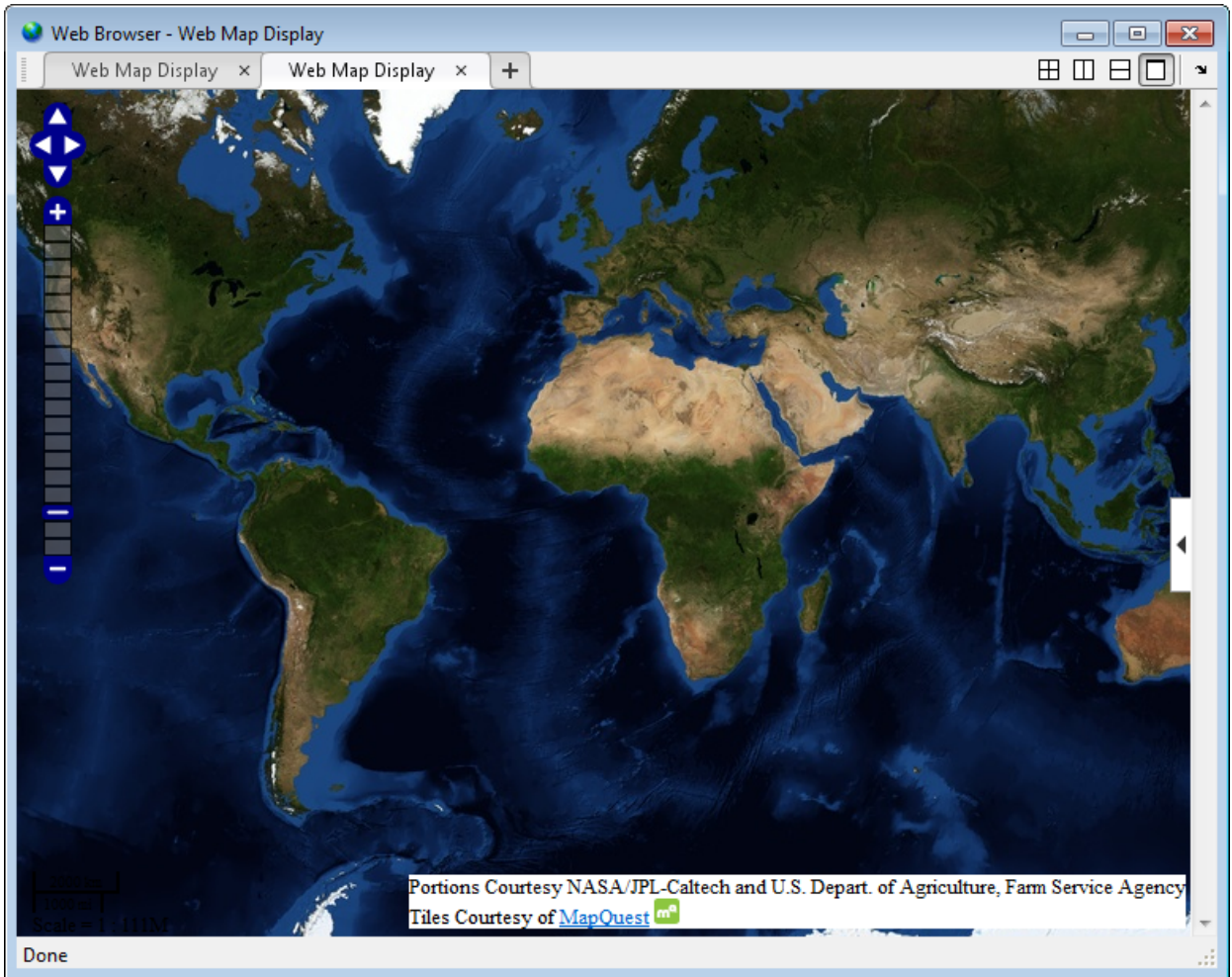
```
wmcenter(51.52, 0)
```



## Display multiple web maps centered and zoomed

Create two web maps.

```
wm1 = webmap;  
wm2 = webmap('mapquest open aerial map');
```



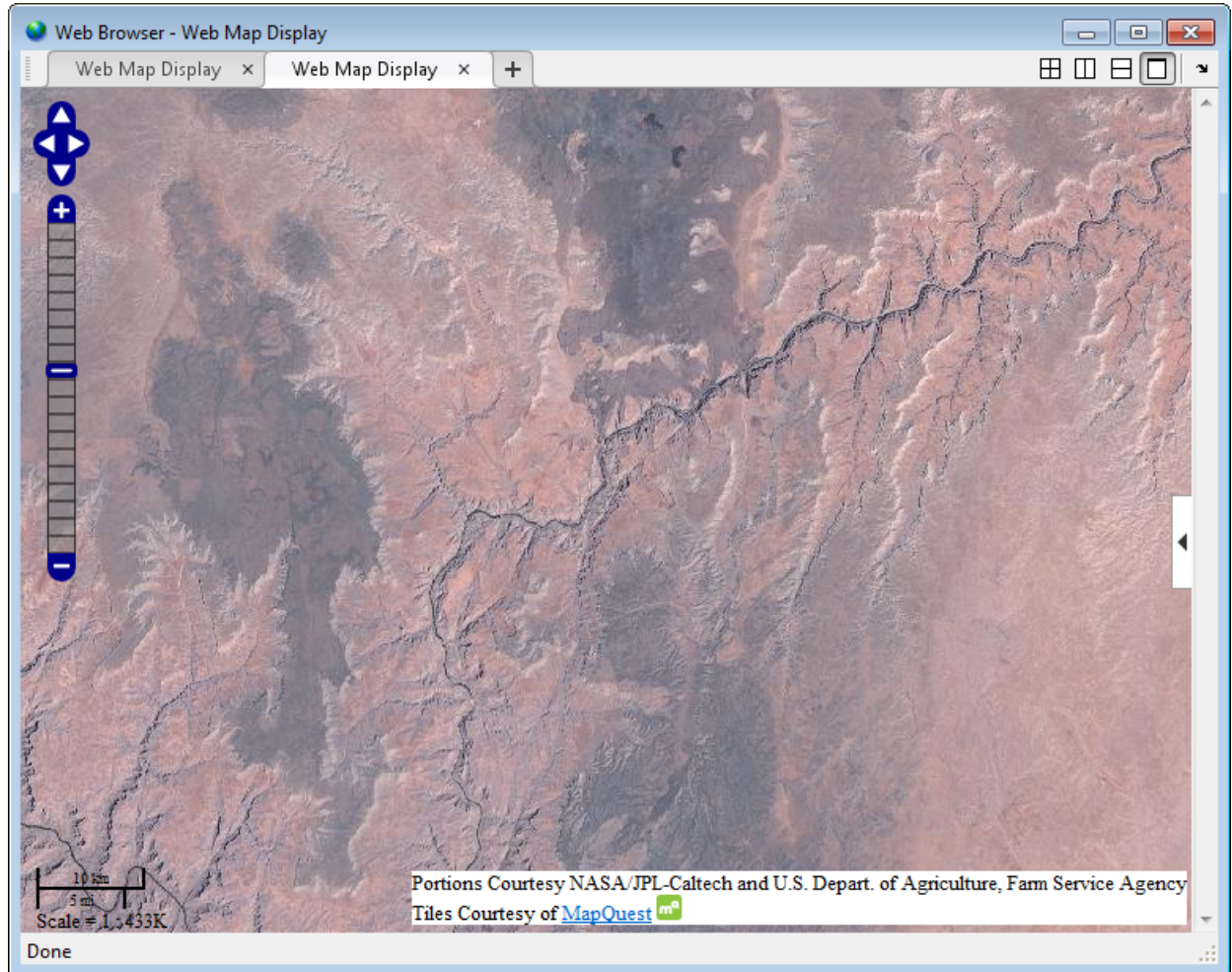
Center the two web maps, specifying the zoom level as well.

```
centerLatitude = 36.1;  
centerLongitude = -113.2;
```



# wmcenter

```
zoomLevel = 10;  
wmcenter(wm1, centerLatitude, centerLongitude, zoomLevel)  
wmcenter(wm2, centerLatitude, centerLongitude, zoomLevel)
```



**See Also**

wmclose | webmap | wmline | wmlimits | wmprint | wmmarker |  
wmremove | wmzoom

# wmzoom

---

**Purpose** Set or obtain zoom level of web map

**Syntax**  
wmzoom(zoomLevel)  
wmzoom(wm, zoomLevel)  
zoomLevelOut = wmzoom()  
zoomLevelOut = wmzoom(wm)

**Description** wmzoom(zoomLevel) specifies the zoom level of the current web map, zoomLevel. If there is no current web map, wmzoom creates a new web map.

wmzoom(wm, zoomLevel) specifies the zoom level of the web map, specified by the handle wm.

zoomLevelOut = wmzoom() returns the zoom level of the current web map.

zoomLevelOut = wmzoom(wm) returns the zoom level of the web map specified by the handle wm.

## **Input Arguments**

**zoomLevel - Zoom level**  
scalar numeric integer in the range [0 18]

Zoom level, specified as a scalar numeric integer in the range [0 18].

**Data Types**  
single | double

**wm - Web map**  
web map handle  
Web map, specified as a web map handle.

## Output Arguments

### **zoomLevelOut - Zoom level of the current web map**

scalar numeric integer in the range [0 18]

Zoom level of the current web map, returned as a scalar numeric integer in the range [0 18].

### **Data Types**

single | double

## Tips

- Particular maps may not support every available zoom level. If your map displays as completely white, try another zoom level. The map you are displaying may not support the zoom level you have currently selected. You can also select another base layer, which might support the specified zoom level.

## Examples

### **Get Zoom Level of Current Web Map and Specify New Zoom Level**

Create a web map at default zoom level.

```
zoomLevel = wmzoom()
```

```
zoomLevel =
```

```
0
```

Center the web map over London and zoom in.

```
wmcenter(51.52, 0)
```

```
wmzoom(10)
```

### **Specify Zoom Level of Several Web Maps**

Create two web maps.

```
wm1 = webmap;
```

```
wm2 = webmap('worldtopographic');
```

Center both maps at a specified latitude and longitude (Paris), and then zoom in.

```
lat = 48.821;  
lon = 1.9391;  
zoomLevel = 10;  
wmcenter(wm1, lat, lon)  
wmzoom(wm1, zoomLevel)  
wmcenter(wm2, lat, lon)  
wmzoom(wm2, zoomLevel)
```

### See Also

[wmclose](#) | [wmcenter](#) | [wmline](#) | [wmlimits](#) | [wmprint](#) | [wmmarker](#) | [wmremove](#) | [webmap](#)



**Purpose**

Set or obtain web map limits

**Syntax**

```
wmlimits(latitudeLimits,longitudeLimits)
wmlimits(wm,latitudeLimits,longitudeLimits)
[latlim,lonlim] = wmlimits()
[latlim,lonlim] = wmlimits(wm)
```

**Description**

`wmlimits(latitudeLimits,longitudeLimits)` center the current web map within the specified latitude limits and the longitude limits. If there is no current web map, `wmlimits` creates one.

---

**Note** The resulting limits often do not match the specified limits because the zoom level is quantized to discrete integer values and the longitude limits may be constrained if the map was constructed with the `WrapAround` property equal to `false`.

---

`wmlimits(wm,latitudeLimits,longitudeLimits)` centers the web map specified by the web map handle `wm` within the specified latitude limits and longitude limits.

`[latlim,lonlim] = wmlimits()` returns the latitude and longitude limits of the current web map.

`[latlim,lonlim] = wmlimits(wm)` returns the latitude and longitude limits of the web map specified by `wm`.

**Input Arguments****latitudeLimits - Latitude limits in degrees**

1-by-2 row vector of type double

Latitude limits in degrees, specified as a 1-by-2 row vector of type double.

**Example:** `[37, 42]`

## Data Types

double

## **longitudeLimits - Longitude limits in degrees**

1-by-2 row vector of type double

Longitude limits in degrees, specified as a 1-by-2 row vector of type double.

**Example:** [-108.9, -100.7]

## Data Types

double

## **wm - Web map**

scalar web map handle

Web map, specified as a scalar web map handle.

## **Output Arguments**

## **latlim - Latitude limits in degrees**

1-by-2 row vector of type double

Latitude limits in degrees, returned as a 1-by-2 row vector of type double.

**Example:** [37, 42]

## Data Types

double

## **lonlim - Longitude limits in degrees**

1-by-2 row vector of type double

Longitude limits in degrees, returned as a 1-by-2 row vector of type double.

**Example:** [-108.9, -100.7]

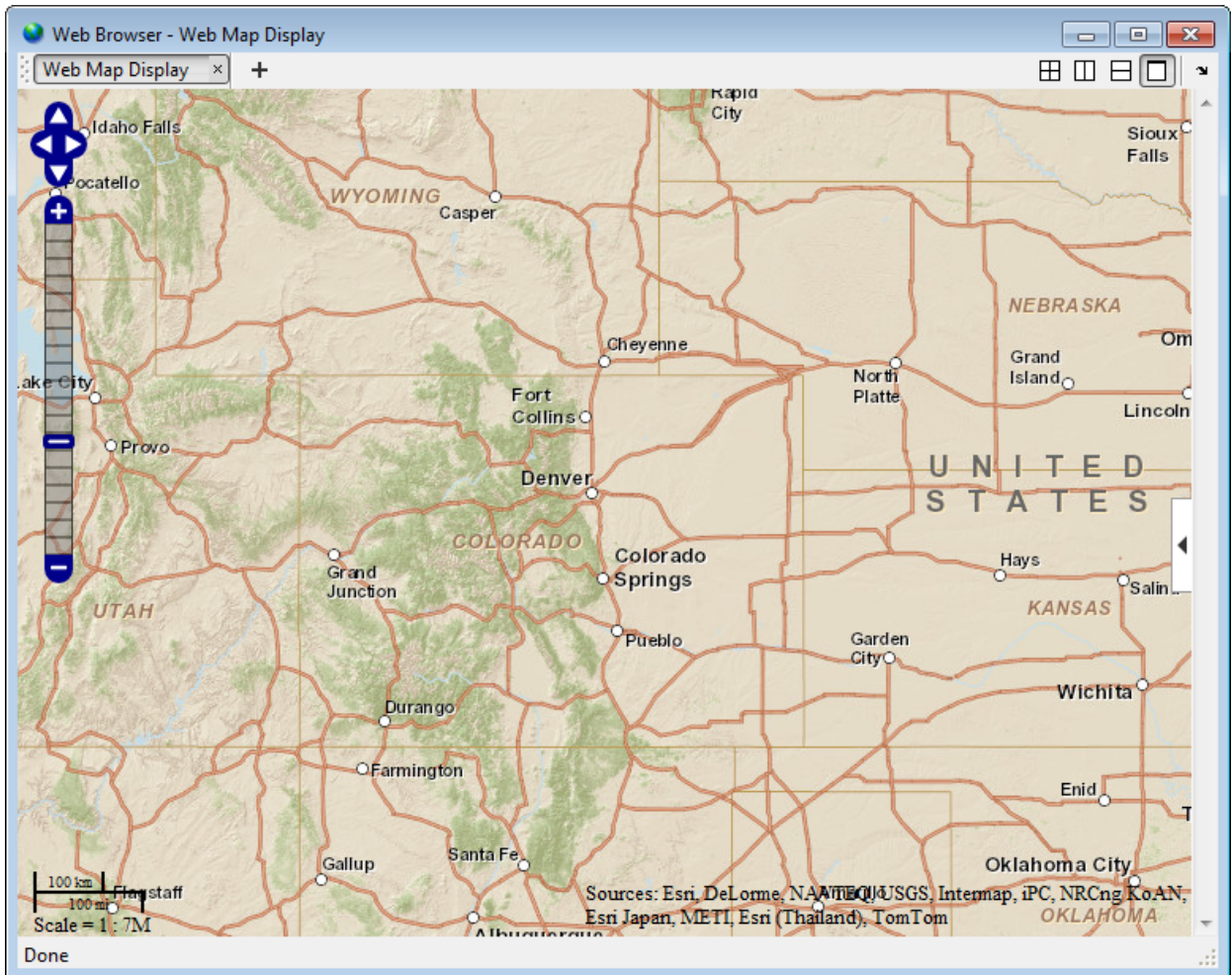
## Data Types

double

## Examples **Display Web Map Centered Within Specified Limits**

Specify latitude and longitude limits. wmlimits creates the web map.

```
wmlimits([37, 42], [-108.9, -100.7])
```



Get the latitude and longitude limits of the current web map.

```
[latitudeLimits, longitudeLimits] = wmlimits()
```

```
latitudeLimits =
```

```
    34.8664    43.9282
```

```
longitudeLimits =
```

```
   -112.9519   -96.6481
```

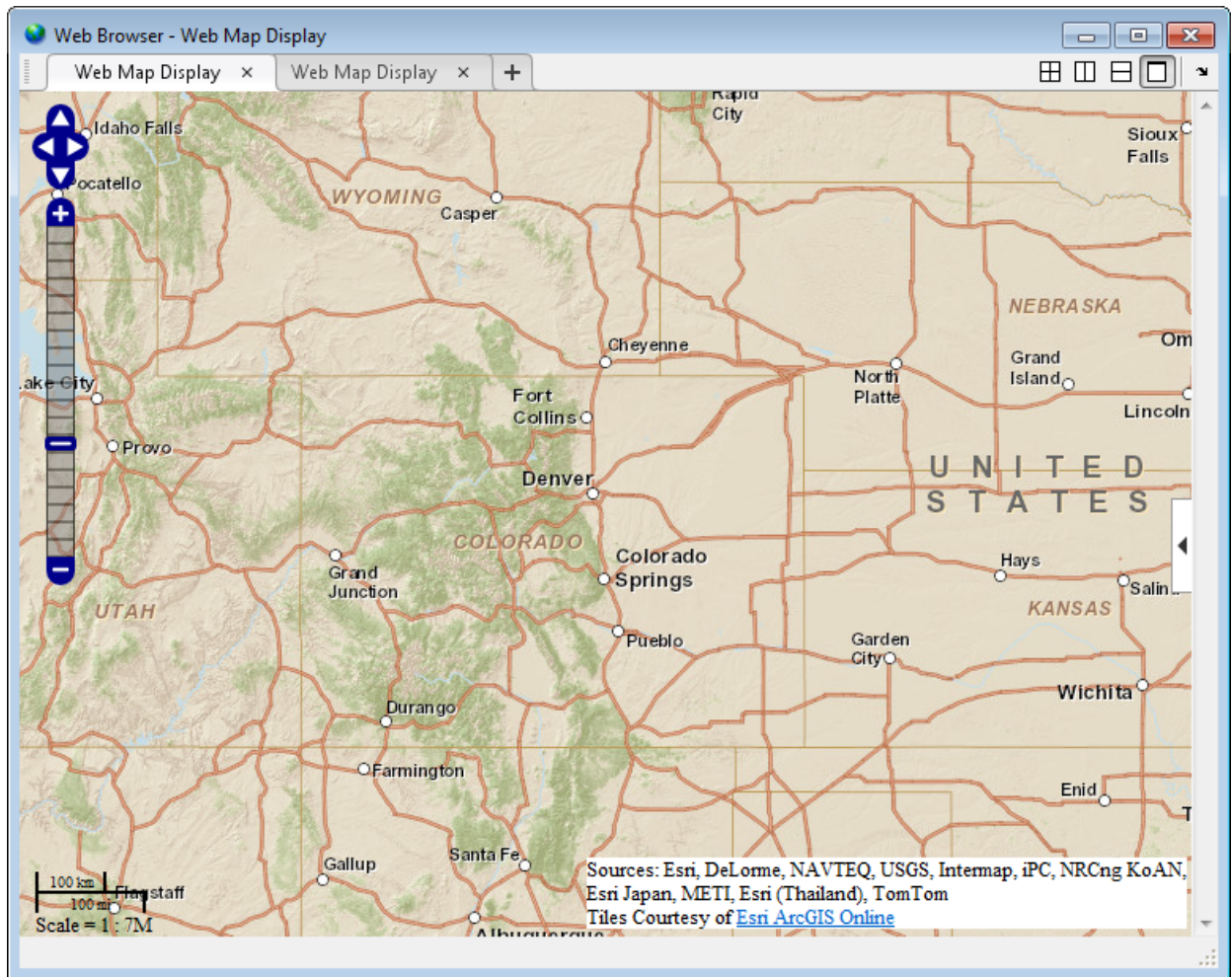
## **Display Several Web Maps Centered Within Specified Limits**

Create two web maps, specifying different base layers.

```
wm1 = webmap;  
wm2 = webmap('worldtopographic');
```

Specify latitude and longitude limits and apply to both maps.

```
latitudeLimits = [37, 42];  
longitudeLimits = [-108.9, -100.7];  
wmlimits(wm1, latitudeLimits, longitudeLimits)  
wmlimits(wm2, latitudeLimits, longitudeLimits)
```

**See Also**

wmclose | wmcenter | wmline | webmap | wmprint | wmmarker |  
wmremove | wmzoom

# WMSCapabilities

---

<b>Purpose</b>	Web Map Service capabilities object
<b>Description</b>	A WMSCapabilities object represents a Web Map Service (WMS) capabilities document obtained from a WMS server.
<b>Construction</b>	<code>capabilities = WMSCapabilites(ServerURL, capabilitiesResponse)</code> constructs a WMSCapabilities object from the input string parameters. The <code>ServerURL</code> string, a WMS server URL, includes the protocol <code>'http://'</code> or <code>'https://'</code> . The <code>capabilitiesResponse</code> string contains XML elements that describe the capabilities of the <code>ServerURL</code> WMS server.
<b>Properties</b>	<p><b>ServerTitle</b> Title of server <b>Data Type:</b> string</p> <p><b>ServerURL</b> URL of server <b>Data Type:</b> string</p> <p><b>ServiceName</b> Name of Web map service <b>Data Type:</b> string</p> <p><b>Version</b> WMS version specification <b>Data Type:</b> string</p> <p><b>Abstract</b> Information about server <b>Data Type:</b> string</p> <p><b>OnlineResource</b></p>

Online information about server

**Data Type:** string (URL)

## **ContactInformation**

Contact information for an individual or an organization, including an email address, if provided

**Data Type:** structure

## **ContactInformation Structure Array**

<b>Field Name</b>	<b>Data Type</b>	<b>Field Content</b>
Person	String	Name of individual
Organization	String	Name of organization
Email	String	Email address

## **AccessConstraints**

Constraints inherent in accessing the server, such as server load limits

**Data Type:** string

## **Fees**

Types of fees associated with accessing server

**Data Type:** string

## **KeywordList**

Descriptive keywords of the server

**Data Type:** cell array of strings

## **ImageFormats**

Image formats supported by server

**Data Type:** cell array of strings

# WMSCapabilities

---

## LayerNames

Layer names provided by server

**Data Type:** cell array of strings

## Layer

Information about layers on WMS server. See the `WMSCapabilities.Layer` reference page for more information.

**Data Type:** WMSLayer array

## AccessDate

Date of request to server

**Data Type:** string

## Methods

`disp`

Display properties

## Examples

Construct a `WMSCapabilities` object from the contents of a downloaded capabilities file from the NASA SVS Image Server:

```
nasa = wmsfind('NASA SVS Image', 'SearchField', 'servertitle');
serverURL = nasa(1).ServerURL;
server = WebMapServer(serverURL);
capabilities = server.getCapabilities;
filename = 'capabilities.xml';
urlwrite(server.RequestURL, filename);

fid = fopen(filename, 'r');
capabilitiesResponse = fread(fid, 'uint8=>char');
fclose(fid);
capabilities = WMSCapabilities(serverURL, capabilitiesResponse);
```

## See Also

`WebMapServer` | `wmsinfo` | `WMSLayer`



<b>Purpose</b>	Display properties
<b>Syntax</b>	<code>capabilities.disp()</code>
<b>Description</b>	<code>capabilities.disp()</code> displays the class properties. The method removes hyperlinks and expands string and cell array properties.

# WMSCapabilities.Layer property

---

**Purpose** Layer information

**Description** A WMSLayer array containing information about the layers available on a WMS server.

Property Name	Data Type	Property Content
ServerTitle	String	Descriptive title of server
ServerURL	String	URL of server
LayerTitle	String	Descriptive title of layer
LayerName	String	Name of layer
Latlim	Double array	Southern and northern latitude limits of layer
Lonlim	Double array	Western and eastern longitude limits of layer
Abstract	String	Information about layer
CoordRefSysCodes	Cell array	Codes of available coordinate reference systems
Details	Structure	Detailed information about layer

**Purpose** Search local database for Web map servers and layers

**Syntax**

```
layers = wmsfind(querystr)
layers = wmsfind(querystr, Name, Value, ...)
```

**Description** `wmsfind(querystr)` searches the `LayerTitle` and `LayerName` fields of the installed Web Map Service (WMS) Database for partial matches with the string *querystr*. WMS servers, by definition, produce maps of spatially referenced raster data. You can search for specific types of data, known as layers, such as temperature or elevation. The string *querystr* can contain the wildcard character '\*'. The array returned by `wmsfind`, `layers`, contains one element for each layer whose name or title partially matches *querystr*. Each element is a `WMSLayer` object.

The installed WMS Database contains a subset of the `WMSLayer` properties (`ServerTitle`, `ServerURL`, `LayerTitle`, `LayerName`, `Latlim`, and `Lonlim`). The information found in the database is static and is not automatically updated; it was validated at the time of the software release.

`wmsfind(querystr, Name, Value, ...)` modifies the search of the WMS database based on the values of the parameters. You can abbreviate parameter names, and case does not matter.

## Tips

- The WMS Database does not store content for the properties `'Abstract'`, `'CoordRefSysCodes'`, and `'Details'`. Therefore, you cannot use `wmsfind` to search these properties. Populate these fields by using the `wmsupdate` function. This function updates these properties by downloading information from the server. The `WMSLayer.disp` method does not automatically display these unpopulated properties. Set the `WMSLayer.disp` `'Properties'` parameter to `'all'` to view. After you have viewed the information available from `wmsupdate`, if you still want to know more about the WMS server, use the function `wmsinfo` with the specific server URL.

## Input Arguments

### **querystr**

Specifies the search string, such as 'temperature'

### **Name-Value Pair Arguments**

Specify optional comma-separated pairs of **Name**, **Value** arguments. **Name** is the argument name and **Value** is the corresponding value. **Name** must appear inside single quotes (' '). You can specify several name and value pair arguments in any order as **Name1**, **Value1**, ..., **NameN**, **ValueN**.

### **'IgnoreCase'**

Logical that specifies whether to ignore case when performing string comparisons. Possible values are **true** or **false**.

**Default:** true

### **'Latlim'**

Two-element vector of latitude specifying the latitudinal limits of the search in the form [**southern\_limit** **northern\_limit**] or scalar value representing the latitude of a single point. All angles are in units of degrees.

If provided and not empty, a given layer appears in the results only if its limits fully contain the specified 'Latlim' limits. Partial overlap does not result in a match.

### **'Lonlim'**

Two-element vector of longitude specifying the longitudinal limits of the search in the form [**western\_limit** **eastern\_limit**] or scalar value representing the longitude of a single point. All angles are in units of degrees.

If provided and not empty, a given layer appears in the results only if its limits contain the specified 'Lonlim' limits. Partial overlap does not result in a match.

**'MatchType'**

String with value 'partial' or 'exact'. For a partial string match, specify 'partial' for the 'MatchType'. For an exact match, specify 'exact'. If 'MatchType' is 'exact' and *querystr* is '\*', a match occurs when the search field matches the character '\*'.

**Default:** 'partial'

**'SearchFields'**

String or cell array of strings. Valid strings are 'layer', 'layertitle', 'layername', 'server', 'serverurl', 'servertitle', or 'any'.

The function searches the entries in the 'SearchFields' of the WMS database for a partial match with *querystr*. If you specify 'layer', then *wmsfind* searches both the 'layertitle' and 'layername' fields. If you specify 'server', then *wmsfind* searches both the 'serverurl' and 'servertitle' fields. The function returns layer information if any supplied 'SearchFields' match.

**Default:** {'layer'}

**Output Arguments****layers**

Array that contains one element for each layer whose name or title partially matches *querystr*. Each element is a *WMSLayer* object.

**Examples**

Find all layers that contain temperature data and return a *WMSLayer* array:

```
layers = wmsfind('temperature');
```

---

Find all layers that contain global temperature data and return a *WMSLayer* array:

```
layers = wmsfind('global*temperature');
```

---

Find all layers that contain an exact match for 'Rivers' in the LayerTitle field and return a WMSLayer array:

```
layers = wmsfind('Major Rivers', 'MatchType', 'exact', ...
    'IgnoreCase', false, 'SearchFields', 'layertitle');
```

---

Find all layers that contain a partial match for 'elevation' in the LayerName field and return a WMSLayer array:

```
layers = wmsfind('elevation', 'SearchField', 'layername');
```

---

Find all unique servers that contain 'BlueMarbleNG' as a layer name:

```
layers = wmsfind('BlueMarbleNG', ...
    'SearchField', 'layername', 'MatchType', 'exact');
servers = layers.servers;
```

---

Find layers that contain elevation data for Colorado and return a WMSLayer array:

```
latlim = [35,43];
lonlim = [-111,-101];
layers = wmsfind('elevation', ...
    'Latlim', latlim, 'Lonlim', lonlim);
```

---

Find all layers that contain temperature data for a point in Perth, Australia, and return a WMSLayer array:

```
lat = -31.9452;
lon = 115.8323;
layers = wmsfind('temperature', 'Latlim', lat, 'Lonlim', lon);
```

---

Find all the layers provided by servers located at the Jet Propulsion Laboratory (JPL). Display to the command window each server URL, layer title, and layer name:

```
layers = wmsfind('jpl.nasa.gov', 'SearchField', 'serverurl');  
layers.disp('Properties', {'serverURL', 'layerTitle', 'layerName'});
```

---

Find all unique URLs of government servers:

```
layers = wmsfind('*.gov*', 'SearchField', 'serverurl');  
servers = layers.servers;
```

---

Perform multiple searches. Find all layers that contain temperature in the layer name or title fields:

```
temperature = wmsfind('temperature', ...  
    'SearchField', {'layertitle', 'layername'});
```

Find sea surface temperature layers:

```
sst = temperature.refine('sea surface');
```

Find and display to the command window a list of global sea surface temperature layers:

```
global_sst = sst.refine('global')
```

---

Perform multiple listings and searches of the entire WMS database. Please note that finding all the layers from the WMS database may take several seconds to execute and require a substantial amount of memory.

```
layers = wmsfind('*');
```

Sort and display to the command window the unique layer titles in the WMS database:

```
layerTitles = sort(unique({layers.LayerTitle}))'
```

Refine layers to include only layers with global coverage:

```
global_layers = layers.refineLimits('Latlim', [-90 90], ...  
    'Lonlim', [-180 180]);
```

Refine `global_layers` to contain only topography layers that have global extent:

```
topography = global_layers.refine('topography');
```

Refine layers to contain only layers that have the terms “oil” and “gas” in the `LayerTitle`:

```
oil_gas = layers.refine('oil*gas', 'SearchField', 'layertitle');
```

## See Also

`wmsinfo` | `wmsread` | `wmsupdate`



---

<b>Purpose</b>	Information about WMS server from capabilities document
<b>Syntax</b>	<pre>[capabilities, infoRequestURL] = wmsinfo(serverURL) [capabilities, infoRequestURL] = wmsinfo(infoRequestURL) [capabilities, infoRequestURL] = wmsinfo( __ ,Name,Value)</pre>
<b>Description</b>	<p>[capabilities, infoRequestURL] = wmsinfo(serverURL) accesses the Internet to read a capabilities document from a Web Map Service (WMS) server. A capabilities document is an XML document that contains metadata describing the geographic content offered by the server. The wmsinfo function returns the contents of the capabilities document into capabilities, a WMSCapabilities object. The WMS server URL serverURL contains the protocol 'http://' or 'https://' and additional WMS or access keywords. You can insert the URL string infoRequestURL, composed of the serverURL with additional WMS parameters, into a browser or urlread to return the XML capabilities document. The wmsinfo function requires an Internet connection. Periodically, the WMS server is unavailable. Retrieving the map can take several minutes.</p> <p>[capabilities, infoRequestURL] = wmsinfo(infoRequestURL) reads the capabilities document from a WMS infoRequestURL and returns the contents into capabilities.</p> <p>[capabilities, infoRequestURL] = wmsinfo( __ ,Name,Value) specifies a parameter-value pair that modifies the request to the server.</p>
<b>Tips</b>	<ul style="list-style-type: none"><li>• To specify a proxy server to connect to the Internet, select <b>File&gt;Preferences&gt;Web</b> and enter your proxy information. Use this feature if you have a firewall.</li><li>• wmsinfo communicates with the server using a WebMapServer handle object representing an implementation of a WMS specification. The handle object acts as a proxy to a WMS server and resides physically on the client side. The handle object accesses the server's capabilities document. The handle object supports multiple WMS versions and negotiates with the server to use the highest known version that the</li></ul>

server can support. The handle object automatically times-out after 60 seconds if a connection is not made to the server.

## Input Arguments

### **serverURL**

WMS server URL that contains the protocol 'http://' or 'https://' and additional WMS or access keywords.

### **Name-Value Pair Arguments**

Specify optional comma-separated pairs of **Name**, **Value** arguments. **Name** is the argument name and **Value** is the corresponding value. **Name** must appear inside single quotes (' '). You can specify several name and value pair arguments in any order as **Name1**, **Value1**, . . . , **NameN**, **ValueN**.

You can abbreviate the parameter name, which is case-insensitive.

### **'TimeoutInSeconds'**

Integer-valued, scalar double that indicates the number of seconds to elapse before a server times out. A value of 0 causes the time-out mechanism to be ignored.

**Default:** 60 seconds

## Output Arguments

### **capabilities**

WMSCapabilities object.

### **infoRequestURL**

URL string composed of the **serverURL** with additional WMS parameters.

## Examples

Use **wmsinfo** to read a capabilities document and display the abstract of the first layer.

```
% Read the capabilities document from the NASA Goddard  
% Space Flight Center WMS server.
```

```
serverURL = 'http://svs.gsfc.nasa.gov/cgi-bin/wms?';
capabilities = wmsinfo(serverURL);
```

```
% Display the layer information in the command window.
capabilities.Layer
```

Sample output follows:

```
      Index: 304
ServerTitle: 'NASA SVS Image Server'
ServerURL: 'http://svs.gsfc.nasa.gov/cgi-bin/wms?'
LayerTitle: '(4096x2048 Animation)'
LayerName: '3348_27724'
      Latlim: [-90.0000 90.0000]
      Lonlim: [-180.0000 180.0000]
Abstract: 'NASA's Aqua satellite was launched ...
CoordRefSysCodes: {'CRS:84'}
      Details: [1x1 struct]
```

```
% Refine the list to include only layers with the term
% "glacier retreat" in the LayerTitle.
glaciers = capabilities.Layer.refine('glacier retreat', ...
    'SearchFields', 'LayerTitle');
```

```
% Display the abstract of the first layer.
glaciers(1).Abstract
```

Sample output follows:

```
Since measurements of Jakobshavn Isbrae were
first taken....
```

## See Also

[WebMapServer](#) | [WMSCapabilities](#) | [wmsfind](#) | [WMSLayer](#) | [wmsread](#)

# WMSLayer

---

## Purpose

Web Map Service layer object

## Description

A WMSLayer object describes a Web Map Service (WMS) layer or layers. Obtain a WMSLayer object by using `wmsfind` or `wmsinfo`. The function `wmsfind` returns a WMSLayer array. The function `wmsinfo` returns a WMSCapabilities object, which contains a WMSLayer array in its `Layer` property.

## Construction

`layers = WMSLayer(param, val, ...)` constructs a WMSLayer object from the input parameter names and values. If a parameter name matches a property name of the WMSLayer class (`ServerTitle`, `ServerURL`, `LayerTitle`, `LayerName`, `Latlim`, `Lonlim`, `Abstract`, `CoordRefSysCodes`, or `Details`) then the values of the parameter are copied to the property. The size of the output `layers` is scalar unless all inputs are cell arrays, in which case, the size of `layers` matches the size of the cell arrays.

## Properties

You can only set the `'Latlim'` and `'Lonlim'` properties, which have public set access.

### ServerTitle

Descriptive information about the server

**Data Type:** string

**Default:** ''

### ServerURL

The URL of the server

**Data Type:** string

**Default:** ''

### LayerTitle

Descriptive information about the layer; clarifies the meaning of the raster values of the layer

**Data Type:** string

**Default:** ''

## **LayerName**

The keyword the server uses to retrieve the layer

**Data Type:** string

**Default:** ''

## **Latlim**

The southern and northern latitude limits of the layer in units of degrees and in the range [-90, 90].

**Data Type:** two-element vector

**Default:** []

## **Lonlim**

The western and eastern longitude limits of the layer in units of degrees. The limits must be ascending and in the range [-180, 180] or [0 360].

**Data Type:** two-element vector

**Default:** []

## **Abstract**

Information about the layer

**Data Type:** string

**Default:** ''

## CoordRefSysCodes

String codes of available coordinate reference systems

**Data Type:** cell array

**Default:** {}

## Details

Detailed information about the layer: MetadataURL, Attributes, Scale, Dimension, Style. See the `WMSLayer.Details` reference page for more information.

**Data Type:** structure

## Methods

<code>disp</code>	Display properties
<code>refine</code>	Refine search
<code>refineLimits</code>	Refine search based on geographic limits
<code>servers</code>	Return URLs of unique servers
<code>serverTitles</code>	Return titles of unique servers

## Examples

Construct a `WMSLayer` object from a WMS GetMap request URL:

```
serverURL = ['http://ims.cr.usgs.gov:80/wmsconnector/' ...  
            'com.esri.wms.Esrimap/USGS_EDC_LandCover_NLCD2001?'];  
requestURL = [serverURL 'SERVICE=WMS&FORMAT=image/jpeg' ...  
              'REQUEST=GetMap&' ...  
              'STYLES=&SRS=EPSG:4326&VERSION=1.1.1&', ...  
              'LAYERS=NLCD_2001_Land_Cover&', ...  
              'WIDTH=1024&HEIGHT=470&' ...  
              'BBOX=-128,23,-65,51&'];
```

```
% Construct the WMSLayer object by using the serverURL  
% variable and the value of the WMS LAYERS parameter.
```

```
% Update the remaining information from the server.
layer = WMSLayer('ServerURL', serverURL, ...
    'LayerName', 'NLCD_2001_Land_Cover');
layer = wmsupdate(layer)

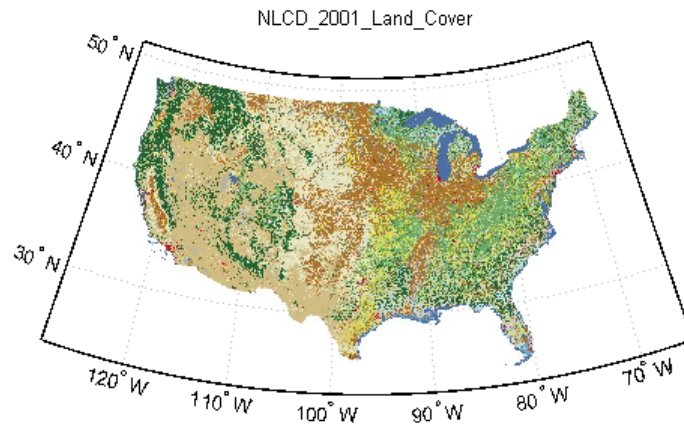
% Request the layer from the server using the WMS request
% parameters found in the requestURL string. Copy the WMS
% BBOX information to the latlim and lonlim parameters.
% Copy the WMS WIDTH and HEIGHT values to the ImageWidth and
% ImageHeight parameters.
lonlim = [-128, -65];
latlim = [23, 51];
[A, R] = wmsread(layer, 'Latlim', latlim, 'Lonlim', lonlim, ...
    'ImageHeight', 470, 'ImageWidth', 1024);

% Display the rendered image.
figure
usamap(A, R)
geoshow(A, R)
title(layer.LayerTitle, 'Interpreter', 'none')

% The image can also be retrieved using the requestURL.
[A, R] = wmsread(requestURL);
```

# WMSLayer

---



Courtesy U.S. Geological Survey

## See Also

[WebMapServer](#) | [WMSCapabilities](#) | [wmsfind](#) | [wmsinfo](#) | [WMSMapRequest](#) | [wmsread](#) | [wmsupdate](#)



**Purpose** Display properties

**Syntax** `layers.disp(Name,Value,...)`

**Description** `layers.disp(Name,Value,...)` displays the index number followed by the property names and property values of the layer. Additional options are specified by one or more `Name,Value` pair arguments.

## **Input Arguments**

### **Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name,Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes ( ' '). You can specify several name and value pair arguments in any order as `Name1,Value1,...,NameN,ValueN`.

You can abbreviate parameter names, and case does not matter.

### **'Properties'**

String or cell array of strings that determines which properties appear as output and the order in which they appear.

Permissible values are: 'servertitle', 'servername', 'layertitle', 'layername', 'latlim', 'lonlim', 'abstract', 'coordrefsyscodes', 'details', or 'all'. To list all the properties, set 'Properties' to 'all'.

**Default:** 'all'

### **'Label'**

A case-insensitive string with permissible values of 'on' or 'off'. If you set 'Label' to 'on', then the property name appears followed by its value. If you set 'Label' to 'off', then only the property value appears in the output.

**Default:** 'on'

# WMSLayer.disp

---

## 'Index'

A case-insensitive string with permissible values of 'on' or 'off'. If you set 'Index' to 'on', then `WMSLayer.disp` lists the element's index in the output. If you set 'Index' to 'off', then `WMSLayer.disp` does not list the index value in the output.

**Default:** 'on'

## Examples

### Display Specific Properties of WMSLayer Object

Display `LayerTitle` and `LayerName` properties to the command window without an Index.

```
layers = wmsfind('srtm30');  
layers(1:5).disp( 'Index', 'off', ...  
    'Properties',{ 'layertitle', 'layername' });
```

5x1 WMSLayer

Properties:

```
LayerTitle: 'Topography, SRTM30+ Version 1.0, 30 arc second, Global  
LayerName: 'usgsCeSrtm30v1:topo'
```

```
LayerTitle: 'Topography, SRTM30+ Version 6.0, 30 arc second, Global  
LayerName: 'usgsCeSrtm30v6:topo'
```

```
LayerTitle: 'SRTM30 with Bathymetry (900m) merged with global ASTER  
LayerName: 'EarthAsterElevations30m'
```

```
LayerTitle: 'SRTM30 with Bathymetry (900m) merged with global ASTER  
LayerName: 'mergedAsterElevations'
```

```
LayerTitle: 'SRTM30 with Bathymetry (900m) merged SRTM3 V4.1 (90m)  
LayerName: 'mergedElevations'
```

## Sort and Display Property of WMSLayer Object

Sort and display the LayerName property with an index.

Retrieve the layers.

```
layers = wmsfind('elevation');
```

Sort the layers.

```
[layerNames, index] = sort({layers.LayerName});
```

Display as a sample the first five results.

```
layers = layers(index);  
layers(1:5).disp('Label','off','Properties','layername');
```

```
5x1 WMSLayer  
  
Properties:  
    Index: 1  
'10003_1'  
  
    Index: 2  
'10008_1'  
  
    Index: 3  
'10008_2'  
  
    Index: 4  
'1005_5'  
  
    Index: 5  
'1007_12'
```

## See Also

wmsfind

# WMSLayer.refine

---

**Purpose** Refine search

**Syntax** `layers.refine(querystr,Name,Value,...)`

**Description** `layers.refine(querystr,Name,Value,...)` searches for elements of layers in which values of the `Layer` or `LayerName` properties match the string *querystr*. Use the 'MatchType' property to control whether the method uses partial or exact matching. The default is partial matching.

## Input Arguments

### **querystr**

Specifies the search string.

### **Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name,Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes (' '). You can specify several name and value pair arguments in any order as `Name1,Value1,...,NameN,ValueN`.

You can abbreviate parameter names and case does not matter.

### **'SearchFields'**

Case-insensitive string or cell array of strings. Valid strings are 'abstract', 'layer', 'layertitle', 'layername', 'server', 'serverurl', 'servertitle', or 'any'.

**Default:** {'layer'}

### **'MatchType'**

Case-insensitive string with value 'partial' or 'exact'. If you specify 'MatchType' as 'partial', then a match is determined if the query string is found in the property value. If you specify 'MatchType' as 'exact', then a match is determined only if the query string exactly matches the property value. If you specify

'MatchType' as 'exact' and querystr as '\*', a match is found if the property value matches the character '\*'.

**Default:** 'partial'

## 'IgnoreCase'

Logical. If you set 'IgnoreCase' to true, then WMSLayer.refine ignores case when performing string comparisons.

**Default:** true

## Tips

- The WMSLayer.refine method searches the entries in the 'SearchFields' properties of layers for a partial match of the entry with querystr. The WMSLayer.refine method returns layer information if any supplied 'SearchFields' match. If you specify 'layer', then the method searches both the 'LayerTitle' and 'LayerName' properties. If you specify 'server', then the method searches both the 'ServerURL' and 'ServerTitle' fields. If you specify 'any', then the method searches the properties 'Abstract', 'LayerTitle', 'LayerName', 'ServerURL', and 'ServerTitle'.

## Examples

Refine a search of temperature layers to find two different sets of layers: (1) layers containing only annual sea surface temperatures, and (2) layers containing annual temperatures or sea surface temperatures.

```
temperature = wmsfind('temperature');
annual = temperature.refine('annual');
sst = temperature.refine('sea surface');
annual_and_sst = sst.refine('annual');
annual_or_sst = [sst;annual];
```

## See Also

wmsfind | WMSLayer.refineLimits

# WMSLayer.refineLimits

---

**Purpose** Refine search based on geographic limits

**Syntax** `layers.refineLimits(Name,Value,...)`

**Description** `layers.refineLimits(Name,Value,...)` searches for elements of layers that match specific latitude or longitude limits. The results include a given layer only if the quadrangle specified by the optional 'Latlim' and 'Lonlim' parameters fully contains the boundary quadrangle, as defined by the Latlim and Lonlim properties. Partial overlap does not result in a match.

**Tips**

- The default value of [] for either 'Latlim' or 'Lonlim' implies that all layers match the criteria. For example, if you specify the following, then the results include all the layers that cover the northern hemisphere.

```
layer.refineLimits('Latlim', [0 90], 'Lonlim', [])
```

## Input Arguments

### Name-Value Pair Arguments

Specify optional comma-separated pairs of Name,Value arguments. Name is the argument name and Value is the corresponding value. Name must appear inside single quotes ( ' '). You can specify several name and value pair arguments in any order as Name1,Value1,...,NameN,ValueN.

You can abbreviate 'Latlim' and 'Lonlim'. Case does not matter. All angles are in units of degrees.

#### 'Latlim'

A two-element vector of latitude specifying the latitudinal limits of the search in the form [southern\_limit northern\_limit] or a scalar value representing the latitude of a single point.

#### 'Lonlim'

A two-element vector of longitude specifying the longitudinal limits of the search in the form [western\_limit eastern\_limit] or a scalar value representing the longitude of a single point.

## Examples

Find layers containing global elevation data:

```
elevation = wmsfind('elevation');
latlim = [-90, 90];
lonlim = [-180, 180];
globalElevation = ...
    elevation.refineLimits('Latlim', latlim, 'Lonlim', lonlim);
```

```
% Print out the server titles from the unique servers.
globalElevation.serverTitles'
```

Sample output follows:

```
ans =

    'Global'
    'NRL GIDB Portal: Missouri CARES Maps'
    'NRL GIDB Portal: NOAA NGDC Maps'
```

## See Also

wmsfind

# WMSLayer.servers

---

**Purpose** Return URLs of unique servers

**Syntax** `servers = layers.servers()`

**Description** `servers = layers.servers()` returns a cell array of URLs of unique servers.

**Examples** Find all unique URLs of government servers:

```
layers = wmsfind('*.*.gov*', 'SearchField', 'serverurl');
servers = layers.servers;
sprintf('%s\n', servers{:})
```

Sample output follows:

```
http://www.ga.gov.au/bin/getmap.pl?dataset=national
http://www.geoportaligm.gov.ec/nacional/wms?
http://www.geoportaligm.gov.ec/regional/wms?
```

---

For each server that contains a temperature layer, list the server URL and the number of temperature layers:

```
temperature = wmsfind('temperature');
servers = temperature.servers;
for k=1:numel(servers)
    querystr = servers{k};
    layers = temperature.refine(querystr, ...
        'SearchFields', 'serverurl');
    fprintf('Server URL\n%s\n', layers(1).ServerURL);
    fprintf('Number of layers: %d\n\n', numel(layers));
end
```

Sample output follows:

```
Server URL
http://svs.gsfc.nasa.gov/cgi-bin/wms?
```



Number of layers: 36

## **See Also**

`wmsfind` | `WMSLayer.refine` | `WMSLayer.serverTitles`

# WMSLayer.serverTitles

---

**Purpose** Return titles of unique servers

**Syntax** `serverTitles = layers.serverTitles()`

**Description** `serverTitles = layers.serverTitles()` returns a cell array of titles of unique servers.

**Examples** List titles of unique government servers:

```
layers = wmsfind('*.gov*', 'SearchField', 'serverurl');
titles = layers.serverTitles
sprintf('%s\n', titles{:})
```

Sample output follows:

```
High Resolution Nighttime Imagery (Las Vegas)
```

**See Also** `wmsfind` | `WMSLayer.servers`

## Description

A structure containing detailed information about a layer

### Details Structure

Field Name	Data Type	Field Content
MetadataURL	String	URL containing metadata information about layer.
Attributes	Structure	Attributes of layer.
BoundingBox	Structure array	Bounding box of layer.
Dimension	Structure array	Dimensional parameters of layer, such as time or elevation.
ImageFormats	Cell array	Image formats supported by server.
ScaleLimits	Structure	Scale limits of layer.
Style	Structure array	Style parameters that determine layer rendering.
Version	String	WMS version specification.

### Attributes Structure

Field Name	Data Type	Field Content
Queryable	Logical	True if you can query the layer for feature information.
Cascaded	Double	Number of times a Cascading Map server has retransmitted the layer.
Opaque	Logical	True if the map data are mostly or completely opaque.

# WMSLayer.Details property

---

## Attributes Structure (Continued)

Field Name	Data Type	Field Content
NoSubsets	Logical	True if the map must contain the full bounding box. false if the map can be a subset of the full bounding box.
FixedWidth	Logical	True if the map has a fixed width that the server cannot change. false if the server can resize the map to an arbitrary width.
FixedHeight	Logical	True if the map has a fixed height that the server cannot change. false if the server can resize the map to an arbitrary height.

## BoundingBox Structure

Field Name	Data Type	Field Content
CoordRefSysCode	String	Code number for coordinate reference system.
XLim	Double array	X limit of layer in units of coordinate reference system.
YLim	Double array	Y limit of layer in units of coordinate reference system.

## Dimension Structure

Field Name	Data Type	Field Content
Name	String	Name of the dimension; such as time, elevation, or temperature.
Units	String	Measurement unit.
UnitSymbol	String	Symbol for unit.
Default	String	Default dimension setting. For example, if <code>default</code> is 'time' and dimension is not specified, server returns time holding.
MultipleValues	Logical	True if multiple values of the dimension may be requested. <code>false</code> if only single values may be requested.
NearestValue	Logical	True if nearest value of dimension is returned in response to request for nearby value. <code>false</code> if request value must correspond exactly to declared extent values.
Current	Logical	True if temporal data are kept current (valid only for temporal extents).
Extent	String	Values for dimension. Expressed in any of the following ways: <ul style="list-style-type: none"><li>• Single value (<code>value</code>)</li><li>• List of values (<code>value1, value2, ...</code>)</li><li>• Interval defined by bounds and resolution (<code>min1/max1/res1</code>)</li></ul>

# WMSLayer.Details property

---

## Dimension Structure (Continued)

Field Name	Data Type	Field Content
		<ul style="list-style-type: none"><li>List of intervals (min1/max1/res1, min2/max2/res2, ...)</li></ul>

## ScaleLimits Structure

Field Name	Data Type	Field Content
ScaleHint	Double array	Minimum and maximum scales for which it is appropriate to display layer. Expressed as scale of ground distance in meters represented by diagonal of central pixel in image.
MinScaleDenominator	Double	Minimum scale denominator of maps for which a layer is appropriate.
MaxScaleDenominator	Double	Maximum scale denominator of maps for which a layer is appropriate.

## Style Structure Array

Field Name	Data Type	Field Content
Title	String	Descriptive title of style.
Name	String	Name of style.

## Style Structure Array (Continued)

Field Name	Data Type	Field Content
Abstract	String	Information about style.
LegendURL	Structure	Information about legend graphics.

## LegendURL Structure

Field Name	Data Type	Field Content
OnlineResource	String	URL of legend graphics.
Format	String	Format of legend graphics.
Height	Double	Height of legend graphics.
Width	Double	Width of legend graphics.

# WMSMapRequest

---

**Purpose** Web Map Service map request object

**Description** A WMSMapRequest object contains a request to a WMS server to obtain a map, which represents geographic information. The WMS server renders the map as a color or grayscale image. The object contains properties that you can set to control the geographic extent, rendering, or size of the requested map.

**Construction** `mapRequest = WMSMapRequest(layer)` constructs a WMSMapRequest object. The WMSLayer array `layer` contains only one unique `ServerURL`. The WMSMapRequest class updates the properties of `layer`, if necessary.

`mapRequest = WMSMapRequest(layer, server)` constructs a WMSMapRequest object. `layer` is a WMSLayer object, and `server` is a scalar `WebMapServer` object. The `ServerURL` property of `layer` must match the `ServerURL` property of `server`. The `server` object updates `layer` properties.

**Properties** **Server**

Initialized to the `Server` input, if supplied to the constructor; otherwise constructed using the `ServerURL` of `Layer`.

**Data Type:** scalar `WebMapServer` object

**Layer**

Initialized to the `layer` input supplied to the constructor. The `Layer` property contains one unique `ServerURL`. The `Server` property updates the properties of `Layer` when the property is set. The `ServerURL` property of `Layer` must match the `ServerURL` property of `Server`.

**Data Type:** WMSLayer array

**CoordRefSysCode**

Specifies the coordinate reference system code. Its default value is `'EPSG:4326'`. If `'EPSG:4326'` is not found in `Layer.CoordRefSysCodes`, then the `CoordRefSysCode`



value is set from the first `CoordRefSysCode` found in the `Layer.Details.BoundingBox` structure array. When `CoordRefSysCode` is set to 'EPSG:4326' or 'CRS:84', the `XLim` and `YLim` properties are set to [] and the `Latlim` and `Lonlim` properties are set to the geographic extent defined by the `Layer` array. When `CoordRefSysCode` is set to a value other than 'EPSG:4326' or 'CRS:84', then the `XLim` and `YLim` properties are set from the values found in the `Layer.Details.BoundingBox` structure and the `Latlim` and `Lonlim` properties are set to []. Automatic projections are not supported. (Automatic projections begin with the string 'AUTO'.)

**Data Type:** string

**Default:** 'EPSG:4326'

## **RasterRef**

References the raster map to an intrinsic coordinate system.

**Data Type:** 3-by-2 matrix

## **Latlim**

Contains the southern and northern latitudinal limits of the request in units of degrees. The limits must be ascending.

**Data Type:** two-element vector

**Default:** Limits that span all latitudinal limits found in the `Layer.Latlim` property

## **Lonlim**

Contains the western and eastern longitudinal limits of the request in units of degrees. The limits must be ascending and in the range [-180, 180] or [0 360].

**Data Type:** two-element vector

# WMSMapRequest

---

**Default:** Limits that span all longitudinal limits in the `Layer.Lonlim` property

## **XLim**

Contains the western and eastern limits of the request in units specified by the coordinate reference system. The limits must be ascending. You can set `XLim` only if you set `CoordRefSysCode` to a value other than `EPSG:4326`.

**Data Type:** two-element vector

**Default:** []

## **YLim**

Contains the southern and northern limits of the request in units specified by the coordinate reference system. The limits must be ascending. You can set `YLim` only if you set `CoordRefSysCode` to a value other than `EPSG:4326`.

**Data Type:** two-element vector

**Default:** []

## **ImageHeight**

Specifies the height in pixels for the requested raster map. The property `MaximumHeight` defines the maximum value for `ImageHeight`. The `WMSMapRequest` class initializes the `ImageHeight` property to either 512 or to an integer value that best preserves the aspect ratio of the coordinate limits, without changing the coordinate limits.

**Data Type:** scalar, positive integer

## **ImageWidth**

Specifies the width in pixels for the requested raster map. The property `MaximumWidth` defines the maximum value for `ImageWidth`. The `WMSMapRequest` class initializes the `ImageWidth`

property to either 512 or to an integer value that best preserves the aspect ratio of the coordinate limits, without changing the coordinate limits.

**Data Type:** scalar, positive integer

## **Maximum Height**

Contains the maximum height in pixels for the requested map. Cannot be set. The value of `MaximumHeight` is 8192.

**Data Type:** double

## **Maximum Width**

Contains the maximum width in pixels for the requested map. Cannot be set. The value of `MaximumWidth` is 8192.

**Data Type:** double

## **Elevation**

Gives the elevation extent of the requested map. When you set the property, 'elevation' must be the value of the `Layer.Details.Dimension.Name` field.

**Data Type:** string

**Default:** ''

## **Time**

Specifies the time extent of the requested map. See the `WMSMapRequest.Time` reference page for more information.

**Data Type:** string or double

**Default:** ''

## **SampleDimension**

# WMSMapRequest

---

Contains the name of a sample dimension (other than 'time' or 'elevation') and its value. `SampleDimension{1}` must be the value of the `Layer.Details.Dimension.Name` field.

**Data Type:** two-element cell array of strings

## Transparent

Specifies whether the map background is transparent. When you set `Transparent` to `true`, the server sets all pixels not representing features or data values in that layer to a transparent value, producing a composite map. When you set `Transparent` to `false`, the server sets all non-data pixels to the value of the background color.

**Data Type:** logical scalar

**Default:** `false`

## BackgroundColor

Specifies the color of the background (non-data) pixels of the map. The values range from 0 to 255. The default value, `[255,255,255]`, specifies the background color as white. You can set `BackgroundColor` using non-`uint8` numeric values, but they are cast and stored as `uint8`.

**Data Type:** three-element vector of `uint8` values

## StyleName

Specifies the style to use when rendering the image. The `StyleName` must be a valid entry in the `Layer.Details.Style.Name` field. (The cell array of strings contains the same number of elements as does `Layer`.)

**Data Type:** string or cell array of strings

**Default:** `{}`

## ImageFormat

Specifies the desired image format used to render the map as an image. If set, the format must match an entry in the `Layer.Details.ImageFormats` cell array and an entry in the `ImageRenderFormats` property. If not set, the format defaults to a value in the `ImageRenderFormats` property.

**Data Type:** string

## **ImageRenderFormats**

Contains the preferred image rendering formats when `Transparent` is set to `false`. The first entry is the most preferred image format. If the preferred format is not stored in the `Layer` property, then the next format from the list is selected, until a format is found. The `ImageRenderFormats` array is not used if the `ImageFormat` property is set. The `ImageRenderFormats` property cannot be set.

**Data Type:** cell array

## **ImageTransparentFormats**

Contains the preferred image rendering formats when `Transparent` is set to `true`. When `Transparent` is set to `true`, the `ImageFormat` property is set to the first entry in the `ImageTransparentFormats` list, if it is stored in the `Layer` property. Otherwise, the list is searched for the next element, until a match is found. If a transparent image format is not found in the list, or if the `ImageFormat` property is set to a non-default value, then `ImageFormat` is unchanged. The `ImageTransparentFormats` property cannot be set.

**Data Type:** cell array

## **ServerURL**

Contains the server URL for the WMS `GetMap` request. In general, `ServerURL` matches the `ServerURL` of the `Layer`. However, some WMS servers, such as the Microsoft® TerraServer, require a different URL for `GetMap` requests than for WMS `GetCapabilities` requests.



```
[legend, cmap] = imread...
    (mapRequest.Layer.Details.Style(1).LegendURL.OnlineResource);
if isempty(cmap)
    legendImg = legend;
else
    legendImg = ind2rgb(legend, cmap);
end
```

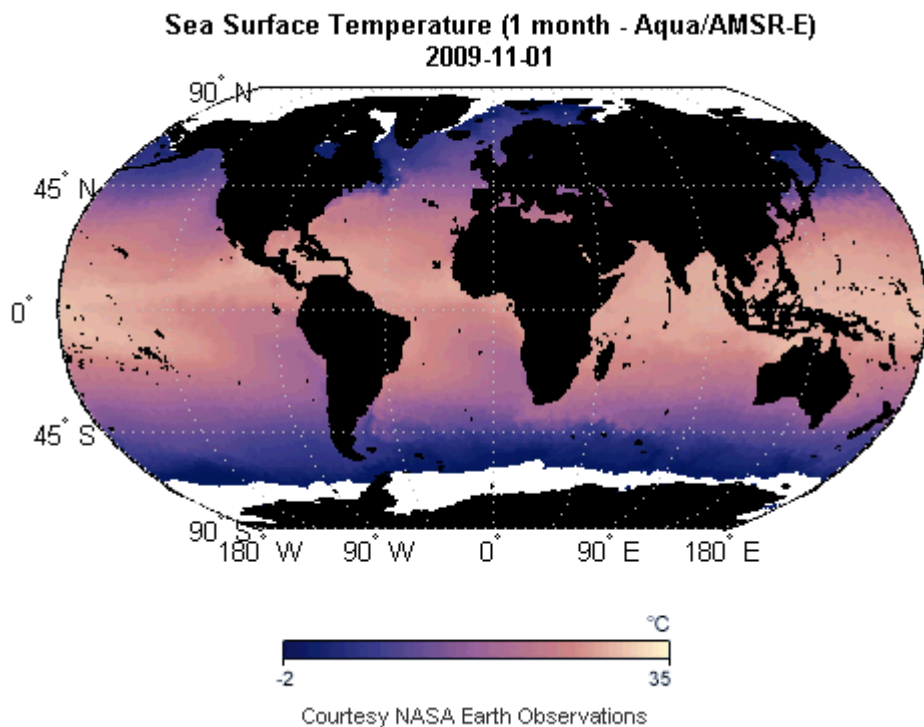
Display the temperature map and legend.

```
figure('Color','white')
worldmap world
setm(gca, 'MlabelParallel', -90, 'MlabelLocation', 90)
geoshow(sstImage, mapRequest.RasterRef);
title({mapRequest.Layer.LayerTitle, timeRequest}, ...
    'Interpreter', 'none', 'FontWeight', 'bold')

figurePosition = get(gcf, 'position');
centerWidth = figurePosition(3)/2;
left = centerWidth - size(legendImg,2)/2;
bottom = 30;
width = size(legendImg,2);
height = size(legendImg,1);
axes('Units', 'pixels', 'Position', [left bottom width height])
image(legendImg)
axis off
```

# WMSMapRequest

---



Additional abstract information for this layer can be obtained from the MetadataURL field.

```
filename = [tempname '.xml'];  
urlwrite(mapRequest.Layer.Details.MetadataURL, filename);  
xml = xmlread(filename);  
delete(filename);  
xml.getElementsByTagName('abstract').item(0).getTextContent
```

The output appears as shown.

```
ans =
```



Sea surface temperature is the temperature of the top millimeter of the ocean's surface. Sea surface temperatures influence weather, including hurricanes, as well as plant and animal life in the ocean. Like Earth's land surface, sea surface temperatures are warmer near the equator and colder near the poles. Currents like giant rivers move warm and cold water around the world's oceans. Some of these currents flow on the surface, and they are obvious in sea surface temperature images. Special microwave technology allows the AMSR-E sensor on NASA's Aqua satellite to measure sea surface temperatures through clouds, something no satellite sensor before it was able to do across the whole globe.

## See Also

[WebMapServer](#) | [wmsfind](#) | [wmsinfo](#) | [WMSLayer](#) | [wmsread](#)

# WMSMapRequest.boundImageSize

---

**Purpose** Bound size of raster map

**Syntax** `mapRequest = boundImageSize(mapRequest, imageLength)`

**Description** `mapRequest = boundImageSize(mapRequest, imageLength)` bounds the size of the raster map based on the scalar `imageLength`. The scalar `mapRequest` is a `WMSMapRequest` object. The double `imageLength` indicates the length in pixels for the row (`ImageHeight`) or column (`ImageWidth`) dimension. The `boundImageSize` method calculates the row or column dimension length by using the aspect ratio of the `Latlim` and `Lonlim` properties or the aspect ratio of the `XLim` and `YLim` properties, if they are set.

The `boundImageSize` method measures image dimensions in geographic or map coordinates. The method sets the longest image dimension to `imageLength`, and the shortest to the nearest integer value that preserves the aspect ratio, without changing the coordinate limits. The maximum value of the `MaximumHeight` and `MaximumWidth` properties becomes the maximum value of `imageLength`.

## Examples

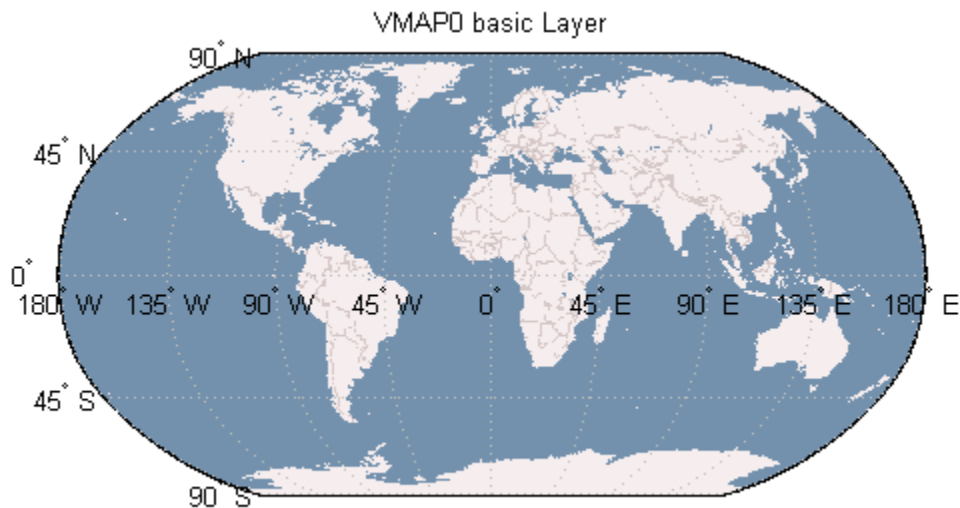
Read and display the VMAP0 basic layer for the entire globe. The rendered map has a spatial resolution of .5 degrees per cell and an image size of 360-by-720 pixels.

```
vmap0 = wmsfind('vmap0.tiles', 'SearchField', 'serverurl');
vmap0 = wmsupdate(vmap0);
layer = refine(vmap0, 'basic');
request = WMSMapRequest(layer);
request.Transparent = true;
request = boundImageSize(request, 720);
globalImage = getMap(request.Server, request.RequestURL);

figure; worldmap('world')
geoshow(globalImage, request.RasterRef);
title(['VMAPO ' layer.LayerTitle ' Layer'])
```

# WMSMapRequest.boundImageSize

---



Courtesy Metacarta

---

Read and display multiple layers centered around London. The rendered map has a spatial extent of .5 degrees and an image size of 1024-by-1024 pixels.

```
layers = [ refine(vmap0, 'rail'); refine(vmap0, 'river'); ...
           refine(vmap0, 'priroad'); refine(vmap0, 'secroad'); ...
           refine(vmap0, 'ctylabel'); refine(vmap0, 'basic')];
request = WMSMapRequest(layers);
cities = shaperead('worldcities', 'UseGeo', true);
london = cities(strcmpi('London', {cities.Name}));
extent = [-.25 .25];
request.Latlim = london.Lat + extent;
request.Lonlim = london.Lon + extent;

request.Transparent = true;
request = boundImageSize(request, 1024);
londonImage = getMap(request.Server, request.RequestURL);
```

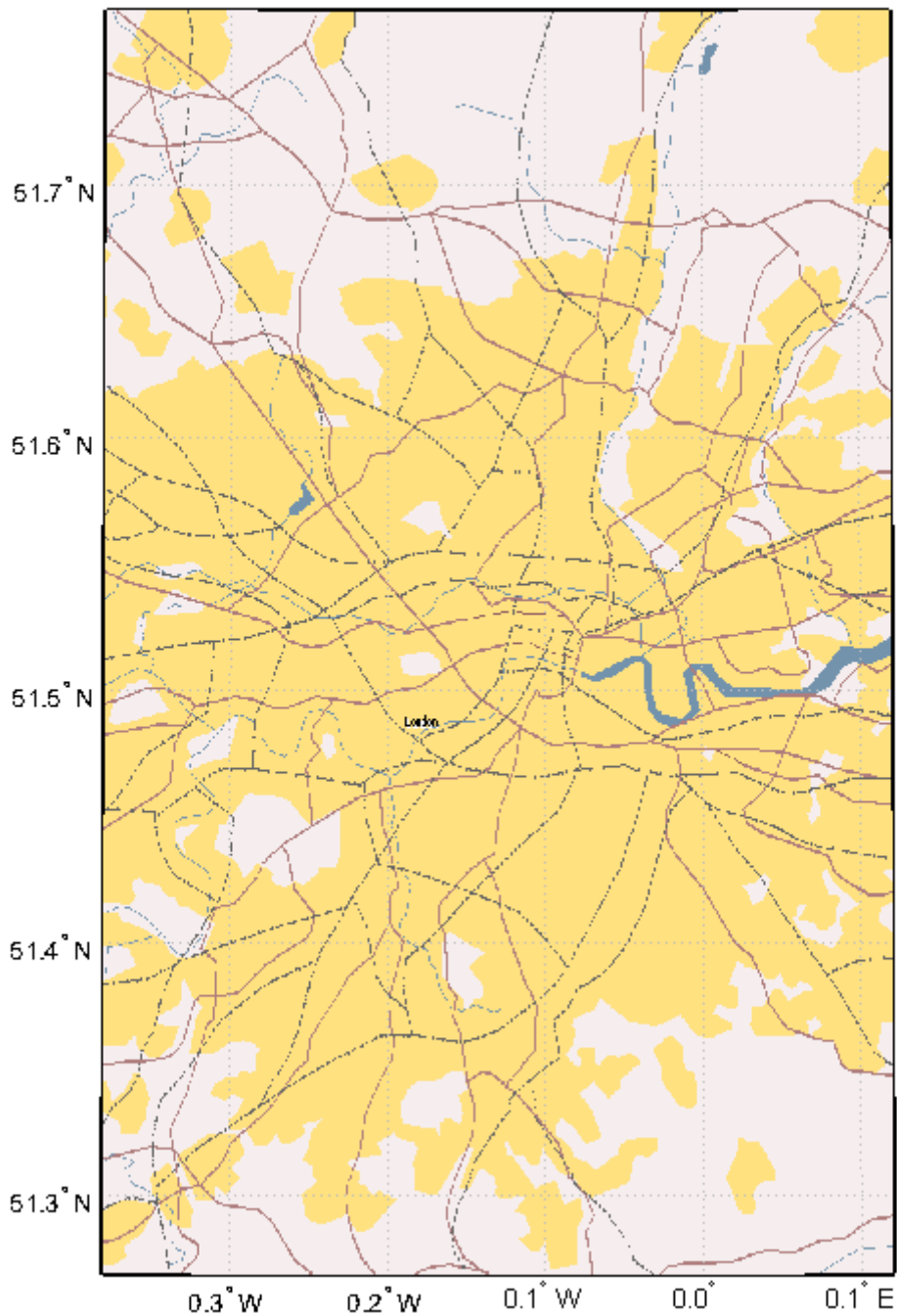
## WMSMapRequest.boundImageSize

---

```
figure;worldmap(londonImage, request.RasterRef);
geoshow(londonImage, request.RasterRef)
title({'Region Surrounding London, England', ...
      ['with Primary and Secondary Roads, ', ...
      'Rivers, Rails, City Label, and Basic Layers']})
```

# WMSMapRequest.boundImageSize

Region Surrounding London, England  
with Primary and Secondary Roads, Rivers, Rails, City Label, and Basic Layers



# WMSMapRequest.Time property

**Purpose** Requested time extent

**Description** The WMSMapRequest.Time property stores time as a string or a double indicating the desired time extent of the requested map. When you set the property, 'time' must be the value of the Layer.Details.Dimension.Name field. The default value is ''.

Time is stored in the ISO® 8601:1988(E) extended format. In general, the Time property is stored in a yyyy-mm-dd format or a yyyy-mm-ddTHh:mm:ssZ format, if the precision requires hours, minutes, or seconds. You can use several different string and numeric formats to set the Time property, according to the following table (where dateform number is the number used by the Standard MATLAB Date Format Definitions). Express all hours, minutes, and seconds in Coordinated Universal Time (UTC).

Dateform (number)	Input (string)	Stored format
0	dd-mm-yyyy HH:MM:SS	yyyy-mm-ddTHH:MM:SSZ
1	dd-mm-yyyy	yyyy-mm-dd
2	mm/dd/yy	yyyy-mm-dd
6	mm/dd	yyyy-mm-dd (current year)
10	yyyy	yyyy
13	HH:MM:SS	yyyy-mm-ddTHH:MM:SSZ
14	HH:MM:SS PM	yyyy-mm-ddTHH:MM:SSZ
15	HH:MM	yyyy-mm-ddTHH:MM:00Z
16	HH:MM PM	yyyy-mm-ddTHH:MM:00Z
21	mmm.dd,yyyy HH:MM:SS	yyyy-mm-ddTHH:MM:SSZ
22	mmm.dd,yyyy	yyyy-mm-dd
23	mm/dd/yyyy	yyyy-mm-dd

## WMSMapRequest.Time property

Dateform (number)	Input (string)	Stored format
26	yyyy/mm/dd	yyyy-mm-dd
29	yyyy-mm-dd	yyyy-mm-dd
30	yyyymmddTHHMSS	yyyy-mm-ddTHH:MM:SSZ
31	yyyy-mm-dd HH:MM:SS	yyyy-mm-ddTHH:MM:SSZ

Inputs using the dateform numbers 13–16 return the date set to the current year, month, and day. Use of other dateform formats, especially 19, 20, 24, and 25, results in erroneous output.

In addition to these standard MATLAB dateform formats, the `WMSMapRequest.Time` property also accepts the following inputs.

Input (string)	Description
'current'	The current time holdings of the server
numeric datenum	Numeric date value converted to yyyy-mm-dd string (dateform 29 format)
Byyyy	B.C.E. year

Use the prefixes K, M, and G, followed by a string number (thousand, million, and billion years, respectively), for geologic data sets that refer to the distant past.

# wmsread

---

**Purpose** Retrieve WMS map from server

**Syntax**

```
[A,R] = wmsread(layer)
[A,R] = wmsread(mapRequestURL)
[A,R] = wmsread(layer,Name,Value,...)
[A,R,mapRequestURL] = wmsread(...)
```

**Description** `[A,R] = wmsread(layer)` accesses the Internet to render and retrieve a raster map from a Web Map Service (WMS) server. The `ServerURL` property of the `WMSLayer` object, `layer`, specifies the server. If `layer` has more than one element, then the server overlays each subsequent layer on top of the base (first) layer, forming a single image. The server renders multiple layers only if all layers share the same `ServerURL` value.

The WMS server returns a raster map, either a color or grayscale image, in the output `A`. The second output, a referencing matrix `R`, ties `A` to the EPSG:4326 geographic coordinate system. The rows of `A` are aligned with parallels, with even sampling in longitude. Likewise, the columns of `A` are aligned with meridians, with even sampling in latitude.

The geographic limits of `A` span the full latitude and longitude extent of `layer`. The `wmsread` function chooses the larger spatial size of `A` to match its larger geographic dimension. The larger spatial size is fixed at the value 512. In other words, assuming RGB output, `A` is 512-by-`N`-by-3 if the latitude extent exceeds longitude extent and `N`-by-512-by-3 otherwise. In both cases `N` ≤ 512. The `wmsread` function sets `N` to the integer value that provides the closest possible approximation to equal cell sizes in latitude and longitude. The map spans the full extent supported for the `layer`.

`[A,R] = wmsread(mapRequestURL)` uses the input argument `mapRequestURL` to define the request to the server. The `mapRequestURL` string contains a WMS `serverURL` with additional WMS parameters. The URL string includes the WMS parameters `BBOX` and `GetMap` and the EPSG:4326 or CRS:84 keyword. Obtain a `mapRequestURL` from the output of `wmsread`, the `RequestURL` property of a `WMSMapRequest` object, or an Internet search.



[A,R] = wmsread(layer,Name,Value,...) specifies parameter-value pairs that modify the request to the server. You can abbreviate parameter names, which are case-insensitive.

[A,R,mapRequestURL] = wmsread(...) returns a WMS GetMap request URL in the string mapRequestURL. You can insert the mapRequestURL into a browser to make a request to a server, which then returns the raster map. The browser opens the returned map if its mime type is understood, or saves the raster map to disk.

## Tips

- Establish an Internet connection to use wmsread. Periodically, the WMS server is unavailable. Retrieving the map can take several minutes. wmsread communicates with the server using a WebMapServer handle object representing a WMS server. The handle object acts as a proxy to a WMS server and resides physically on the client side. The handle object retrieves the map from the server. The handle object automatically times-out after 60 seconds if a connection is not made to the server.
- To specify a proxy server to connect to the Internet, select **File > Preferences > Web** and enter your proxy information. Use this feature if you have a firewall.
- wmsread supports reading data in WMS versions 1.0.0, 1.1.1, and 1.3.0. For version 1.3.0 only, the WMS specification states, "EPSG:4326 refers to WGS 84 geographic latitude, then longitude. That is, in this CRS the *x*-axis corresponds to latitude, and the *y*-axis to longitude." Most servers provide data in this manner; however, some servers conform to version 1.1.1, where the *x*-axis corresponds to longitude and the *y*-axis to latitude.

wmsread attempts to validate whether a server is conforming to the specification. It checks the EPSG:4326 bounding box, and if the XLim values exceeds the range of latitude, then the axes are swapped to conform to version 1.1.1 rather than 1.3.0. If wmsread does not detect that the XLim values exceed the range of latitude and you notice that the latitude and longitude limits are reversed, then you need to swap them. You can either modify the bbox parameters in the

mapRequestURL or modify the Latlim and Lonlim parameter values, if permissible.

## Input Arguments

### **layer**

WMSLayer object that contains information about the layer you are retrieving, such as the server URL. layer must contain either the string 'EPSG:4326' or 'CRS:84' in the CoordRefSysCodes property.

### **mapRequestURL**

String that defines the request to the server.

### **Name-Value Pair Arguments**

Specify optional comma-separated pairs of Name, Value arguments. Name is the argument name and Value is the corresponding value. Name must appear inside single quotes ( ' '). You can specify several name and value pair arguments in any order as Name1, Value1, . . . , NameN, ValueN.

#### **'Latlim'**

Two-element vector that specifies the latitude limits of the output image in the form [southern\_limit northern\_limit]. The limits are in degrees and must be ascending. By default, 'Latlim' is empty, and the full extent in latitude of layer is used. If Layer.Details.Attributes.NoSubsets is true, then 'Latlim' may not be modified.

#### **'Lonlim'**

Two-element vector that specifies the longitude limits of the output image in the form [western\_limit eastern\_limit]. The limits are in degrees and must be ascending. By default, 'Lonlim' is empty and the full extent in longitude of layer is used. If Layer.Details.Attributes.NoSubsets is true, then 'Lonlim' may not be modified.

#### **'ImageHeight'**

Scalar, positive, integer-valued number that specifies the desired height of the raster map in pixels. `ImageHeight` cannot exceed 8192. If `layer.Details.Attributes`.

`FixedHeight` contains a positive number, then you cannot modify `'ImageHeight'`.

#### **'ImageWidth'**

Scalar, positive, integer-valued number that specifies the desired width of the raster map in pixels. `ImageWidth` cannot exceed 8192. If `Layer.Details.Attributes.FixedWidth` contains a positive number, then you cannot modify `'ImageWidth'`.

#### **'CellSize'**

Scalar or two-element vector that specifies the target size of the output pixels (raster cells) in units of degrees. If you specify a scalar, the value applies to both height and width dimensions. If you specify a vector, use the form `[height width]`. The `wmsread` function issues an error if you specify both `CellSize` and `ImageHeight` or `ImageWidth`. The output raster map must not exceed a size of `[8192,8192]`.

#### **'RelTolCellSize'**

Scalar or two-element vector that specifies the relative tolerance for `'CellSize'`. If you specify a scalar, the value applies to both height and width dimensions. If you specify a vector, the tolerance appears in the order `[height width]`.

**Default:** `.001`

#### **'ImageFormat'**

String that specifies the desired image format for use in rendering the map as an image. If specified, the format must match an entry in the `Layer.Details.ImageFormats` cell array and must match one of the following supported formats: `'image/jpeg'`, `'image/gif'`, `'image/png'`, `'image/tiff'`, `'image/geotiff'`, `'image/geotiff8'`, `'image/tiff8'`, `'image/png8'`, `'image/bil'`. If not specified, the

format defaults to the first available format in the supported format list. When the 'image/bil' format is specified, A is returned as a two-dimensional array with a class type of int16 or int32.

## **'StyleName'**

String or cell array of strings that specifies the style to use when rendering the image. By default, the style is set to the empty string. The StyleName must be a valid entry in the Layer.Details.Style.Name field. If you request multiple layers, each with a different style, then StyleName must be a cell array of strings.

## **'Transparent'**

Logical that specifies if transparency is enabled. When you set Transparent to true, all pixels not representing features or data values are set to a transparent value. When you set Transparent to false, non-data pixels are set to the value of the background color.

**Default:** false

## **'BackgroundColor'**

Three-element vector that specifies the color of the background (nondata) pixels of the map.

**Default:** [255,255,255]

## **'Elevation'**

String that indicates the desired elevation extent of the requested map. The layer must contain elevation data, which is indicated by the 'Name' field of the Layer.Details.Dimension structure. The 'Name' field must contain the value 'elevation'. The 'Extent' field of the Layer.Details.Dimension structure determines the permissible range of values for the parameter.

## **'Time'**

String or numeric date number that indicates the desired time extent of the requested map. The layer must contain data with a time extent, which is indicated by the 'Name' field of the `Layer.Details.Dimension` structure. The 'Name' field must contain the value 'time'. The 'Extent' field of the `Layer.Details.Dimension` structure determines the permissible range of values for the parameter. For more information about setting this parameter, see the `WMSMapRequest.Time` property reference page.

#### **'SampleDimension'**

Two-element cell array of strings that indicates the name of a sample dimension (other than 'time' or 'elevation') and its string value. The layer must contain data with a sample dimension extent, which is indicated by the 'Name' field of the `Layer.Details.Dimension` structure. The 'Name' field must contain the value of the first element of 'SampleDimension'. The 'Extent' field of the `Layer.Details.Dimension` structure determines the permissible range of values for the second element of 'SampleDimension'.

#### **'TimeoutInSeconds'**

Integer-valued, scalar double that indicates the number of seconds to elapse before a server time-out is issued. A value of 0 causes the time-out mechanism to be ignored.

**Default:** 60 seconds

## **Output Arguments**

### **A**

Color or grayscale image.

### **R**

Referencing matrix that ties A to the EPSG:4326 geographic coordinate system.

### **mapRequestURL**

String that lists a WMS GetMap request URL.

## Definitions

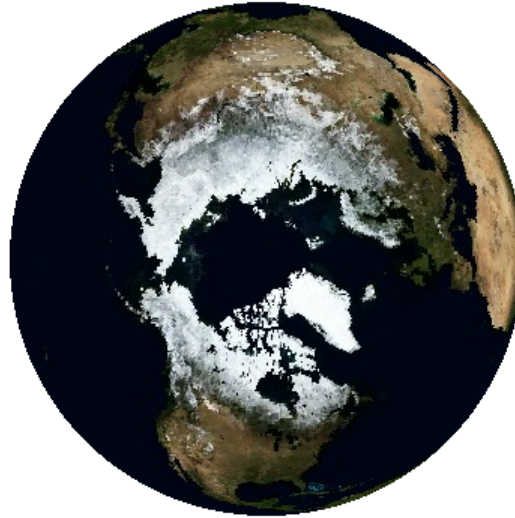
The EPSG:4326 coordinate reference system is based on the WGS84 (1984 World Geodetic System) datum. Latitude and longitude are in degrees and longitude is referenced to the Greenwich Meridian.

## Examples

Read and display a Blue Marble Next Generation layer from NASA:

```
nasa = wmsfind('nasa', 'SearchField', 'serverurl');
layer = nasa.refine('bluemarbleng', ...
    'SearchField', 'layername', 'MatchType', 'exact');
[A, R] = wmsread(layer(1));
figure
axesm globe
axis off
geoshow(A, R)
title('Blue Marble')
```

Blue Marble



Courtesy NASA/JPL-Caltech

---

Read and display an orthoimage of the northern section of the Golden Gate Bridge in San Francisco, California, using the USGS National Map Seamless server.

Define region of interest.

```
latlim = [37.824928 37.829598];  
lonlim = [-122.482373 -122.47768];
```

Find the USGS high-resolution ortho-imagery layer. The USGS National Map provides ortho-imagery from various regions of the United States. One method to obtain the high-resolution ortho-imagery layer is to obtain the capabilities document from the server. The ortho-imagery layer is the only layer from this server. Use multiple attempts to connect to the server in case it is busy.

```
numberOfAttempts = 5;
```

```
attempt = 0;
info = [];
serverURL = 'http://isse.cr.usgs.gov/arcgis/services/Orthoimagery/USGS_ED
while(isempty(info))
    try
        info = wmsinfo(serverURL);
        orthoLayer = info.Layer(1);
    catch e

        attempt = attempt + 1;
        if attempt > numberOfAttempts
            throw(e);
        else
            fprintf('Attempting to connect to server:\n"%s"\n', serverURL
        end
    end
end
```

Obtain the image.

```
imageLength = 1024;
[A, R] = wmsread(orthoLayer, 'Latlim', latlim, 'Lonlim', lonlim, ...
    'ImageHeight', imageLength, 'ImageWidth', imageLength);

% Display the ortho-image in a UTM projection.
figure
axesm('utm', 'Zone', utmzone(latlim, lonlim), ...
    'MapLatlimit', latlim, 'MapLonlimit', lonlim, ...
    'Geoid', wgs84Ellipsoid)
geoshow(A,R)
axis off
title({'San Francisco', 'Northern Section of Golden Gate Bridge'})
```



San Francisco  
Northern Section of Golden Gate Bridge



---

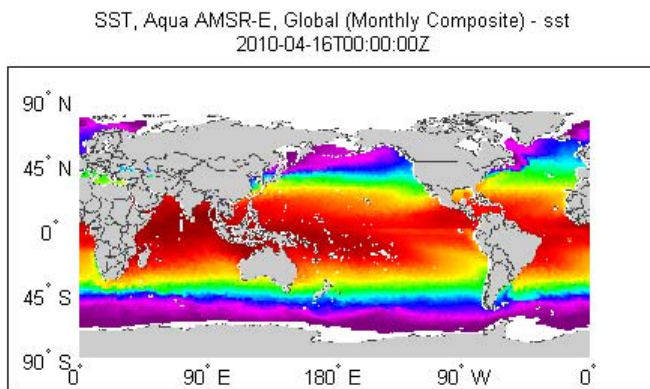
Read and display a global monthly composite of sea surface temperature for April 16, 2010 based on data from the AMSR-E sensor on board the Aqua satellite. Include the coastline, landmask, and nation layers.

```
coastwatch = wmsfind('coastwatch', 'SearchField', 'serverurl');  
layers = coastwatch.refine('erdAAsstamday', ...  
    'Searchfield', 'serverurl');
```

# wmsread

---

```
time = '2010-04-16T00:00:00Z';
[A, R] = wmsread(layers(end:-1:1), 'Time', time);
figure
axesm('pccarree', 'Maplonlimit', [0, 360], ...
      'PLabelLocation', 45, 'MLabelLocation', 90, ...
      'MLabelParallel', -90, 'MeridianLabel', 'on', ...
      'ParallelLabel', 'on');
geoshow(A, R);
title({layers(end).LayerTitle, time})
```



Courtesy NOAA CoastWatch, West Coast Node

## See Also

[WebMapServer](#) | [wmsfind](#) | [wmsinfo](#) | [WMSLayer](#) | [WMSMapRequest](#) | [wmsupdate](#)

## Purpose

Synchronize WMSLayer object with server

## Syntax

```
[updatedLayers,index] = wmsupdate(layers)  
[...] = wmsupdate(layers,Name,Value, ...)
```

## Description

[updatedLayers,index] = wmsupdate(layers) returns a WMSLayer array with its properties synchronized with values from the server. The input layers contains only one unique ServerURL. Layers no longer available on the server are removed. The logical array index contains true for each available layer. Therefore, updatedLayers has the same size as layers(index). Except for deletion, updatedLayers preserves the same order of layers as layers.

[...] = wmsupdate(layers,Name,Value, ...) specifies parameter-value pairs that modify the request. Parameter names can be abbreviated and are case-insensitive.

The function accesses the Internet to update the properties. Periodically, the WMS server is unavailable. Updating the layer can take several minutes. The function times-out after 60 seconds if a connection is not made to the server.

## Tips

- To specify a proxy server to connect to the Internet, click **Preferences** and, in the Preferences dialog box, select **Web**. Enter your proxy information. Use this feature if you have a firewall.

## Input Arguments

### layers

Array of WMSLayer objects

### Name-Value Pair Arguments

Specify optional comma-separated pairs of Name,Value arguments. Name is the argument name and Value is the corresponding value. Name must appear inside single quotes ( ' '). You can specify several name and value pair arguments in any order as Name1,Value1,...,NameN,ValueN.

### 'TimeoutInSeconds'

# wmsupdate

---

Integer-valued, scalar double that indicates the number of seconds before a server times out. A value of 0 causes the time-out mechanism to be ignored.

**Default:** 60 seconds

## 'AllowMultipleServers'

Logical scalar that indicates whether the `layer` array may contain elements from multiple servers. Use caution when setting the value to `true`, since you are making a request to each unique server. Each request can take several minutes to finish.

**Default:** `false` (indicates the array must contain elements from the same server)

## Output Arguments

### **updatedLayers**

WMSLayer array with its properties synchronized with values from the server.

### **index**

Logical array that contains `true` for each available layer.

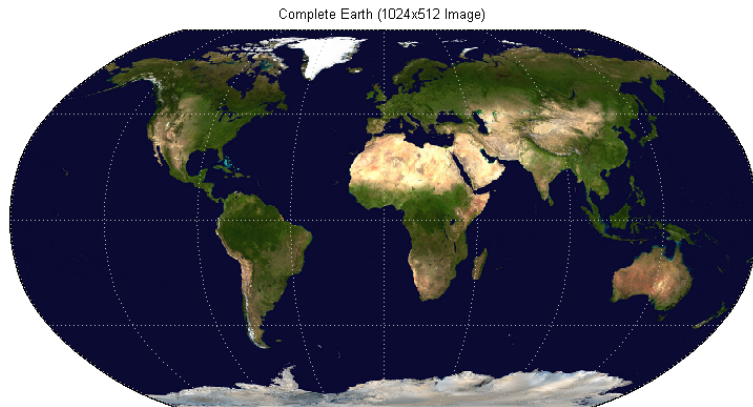
## Examples

Update the layers from the NASA Goddard Space Flight Center WMS SVS Image Server:

```
% Search the abstract field of the updated layers to find
% layers containing the term 'blue marble'. Read and display
% the first blue marble layer containing the term '512' and
% 'image' in its LayerTitle.
gsfc = wmsfind('svs.gsfc.nasa.gov', 'SearchField', 'serverurl');
gsfc = wmsupdate(gsfc);
blue_marble = gsfc.refine('blue marble', 'SearchField', ...
    'abstract');
queryStr = '*512*image';
layers = blue_marble.refine(queryStr);
```

```
layer = layers(1);

% Display the layer and abstract.
[A, R] = wmsread(layer);
figure
worldmap world
plabel off; mlabel off
geoshow(A, R);
title(layer.LayerTitle)
disp(layer.Abstract)
```



Courtesy NASA/Goddard Space Flight Center Scientific Visualization Studio

---

Update the properties of all the layers from the NASA servers:

```
nasa = wmsfind('nasa', 'SearchField', 'serverurl');
nasa = wmsupdate(nasa, 'AllowMultipleServers', true);
```

**See Also**

WebMapServer | wmsfind | wmsinfo | WMSLayer | wmsread

# worldFileMatrixToRefmat

---

**Purpose** Convert world file matrix to referencing matrix

**Syntax** `refmat = worldFileMatrixToRefmat(W)`

**Description** `refmat = worldFileMatrixToRefmat(W)` converts the 2-by-3 world file matrix `W` to a 3-by-2 referencing matrix `refmat`.

For a definition of a referencing matrix, see `makerefmat`.

For a definition of a world file matrix, see the `worldFileMatrix` method of the `map raster reference` and `geographic raster reference` classes.

**See Also** `refmatToWorldFileMatrix` | `makerefmat` |  
`map.rasterref.GeographicRasterReference` |  
`map.rasterref.MapRasterReference`

<b>Purpose</b>	Read world file and return referencing object or matrix
<b>Syntax</b>	<pre>R = worldfileread(worldFileName, coordinateSystemType, rasterSize) refmat = worldileread(worldFileName)</pre>
<b>Description</b>	<p>R = worldfileread(worldFileName, coordinateSystemType, rasterSize) reads the world file, worldFileName, and constructs a spatial referencing object, R. The type of referencing object is determined by the coordinateSystemType string, which can be either 'planar' (including projected map coordinate systems) or 'geographic' (for latitude-longitude systems). The rasterSize input should match the size of the image corresponding to the world file.</p> <p>refmat = worldileread(worldFileName) reads the world file, worldFileName, and constructs a 3-by-2 referencing matrix, refmat.</p>
<b>Examples</b>	<p>Read an ortho image referenced to a projected coordinate system (Massachusetts State Plane Mainland).</p> <pre>filename = 'concord_ortho_w.tif'; [X, cmap] = imread(filename); worldFileName = getworldfilename(filename); R = worldfileread(worldFileName, 'planar', size(X))</pre> <hr/> <p>Read an image referenced to a geographic coordinate system.</p> <pre>filename = 'boston_ovr.jpg'; RGB = imread(filename); worldFileName = getworldfilename(filename); R = worldfileread(worldFileName, 'geographic', size(RGB))</pre>
<b>See Also</b>	<code>getworldfilename</code>   <code>map2pix</code>   <code>pix2map</code>   <code>worldfilewrite</code>

# worldfilewrite

---

**Purpose** Write world file from referencing object or matrix

**Syntax** worldfilewrite(R, worldfilename)

**Description** worldfilewrite(R, worldfilename) calculates the world file entries corresponding to referencing object or matrix R and writes them into the file worldfilename. The argument R can be a map raster reference object, a geographic raster reference object, or a 3-by-2 referencing matrix.

**Examples** Write out the information from a referencing object for the image file concord\_ortho\_w.tif

```
info = imfinfo('concord_ortho_w.tif');  
R = worldfileread('concord_ortho_w.tfw', ...  
    'planar', [info.Height info.Width])  
worldfilewrite(R, 'concord_ortho_w_test.tfw');  
type concord_ortho_w_test.tfw
```

**See Also** getworldfilename | map2pix | pix2map | worldfileread



**Purpose**

Construct map axes for given region of world

**Syntax**

```
worldmap region
worldmap(region)
worldmap
worldmap(latlim, lonlim)
worldmap(Z, R)
h = worldmap(...)
```

**Description**

`worldmap region` or `worldmap(region)` sets up an empty map axes with projection and limits suitable to the part of the world specified in `region`. `region` can be a string or a cell array of strings. Permissible strings include names of continents, countries, and islands as well as 'World', 'North Pole', 'South Pole', and 'Pacific'.

`worldmap` with no arguments presents a menu from which you can select the name of a single continent, country, island, or region.

`worldmap(latlim, lonlim)` allows you to define a custom geographic region in terms of its latitude and longitude limits in degrees. `latlim` and `lonlim` are two-element vectors of the form `[southern_limit northern_limit]` and `[western_limit eastern_limit]`, respectively.

`worldmap(Z, R)` derives the map limits from the extent of a regular data grid georeferenced by `R`. `R` can be a geographic raster reference object, a referencing vector, or a referencing matrix.

If `R` is a geographic raster reference object, its `RasterSize` property must be consistent with `size(Z)`.

If `R` is a referencing vector, it must be a 1-by-3 with elements:

```
[cells/degree northern_latitude_limit western_longitude_limit]
```

If `R` is a referencing matrix, it must be 3-by-2 and transform raster row and column indices to/from geographic coordinates according to:

```
[lon lat] = [row col 1] * R
```

If  $R$  is a referencing matrix, it must define a (non-rotational, non-skewed) relationship in which each column of the data grid falls along a meridian and each row falls along a parallel.

`h = worldmap(...)` returns the handle of the map axes.

All axes created with `worldmap` are initialized with a spherical Earth model having a radius of 6,371,000 meters.

`worldmap` uses `tightmap` to adjust the axes limits around the map. If you change the projection, or just want more white space around the map frame, use `tightmap` again or `auto axis`

## Examples

### Example 1

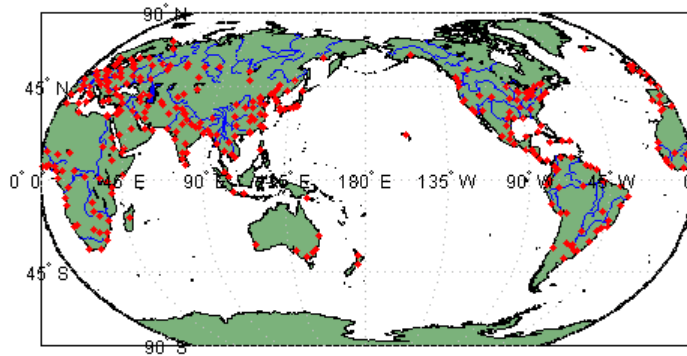
Set up a world map and draw coarse coastlines:

```
worldmap('World')
load coast
plotm(lat, long)
```

### Example 2

Set up `worldmap` with land areas, major lakes and rivers, and cities and populated places:

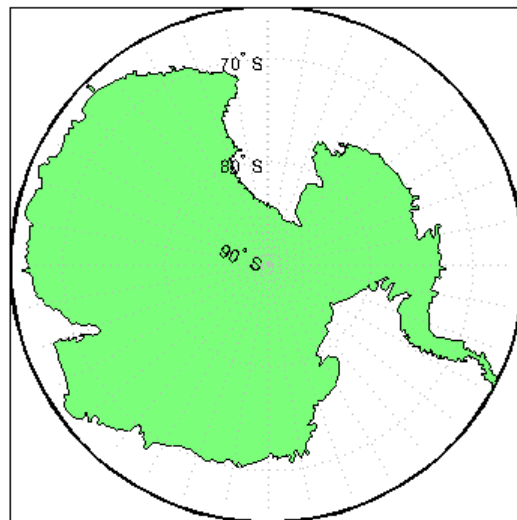
```
ax = worldmap('World');
setm(ax, 'Origin', [0 180 0])
land = shaperead('landareas', 'UseGeoCoords', true);
geoshow(ax, land, 'FaceColor', [0.5 0.7 0.5])
lakes = shaperead('worldlakes', 'UseGeoCoords', true);
geoshow(lakes, 'FaceColor', 'blue')
rivers = shaperead('worldrivers', 'UseGeoCoords', true);
geoshow(rivers, 'Color', 'blue')
cities = shaperead('worldcities', 'UseGeoCoords', true);
geoshow(cities, 'Marker', '.', 'Color', 'red')
```



### Example 3

Draw a map of Antarctica:

```
worldmap('antarctica')
antarctica = shaperead('landareas', 'UseGeoCoords', true,...
    'Selector',{@(name) strcmp(name,'Antarctica'), 'Name'});
patchm(antarctica.Lat, antarctica.Lon, [0.5 1 0.5])
```



## Example 4

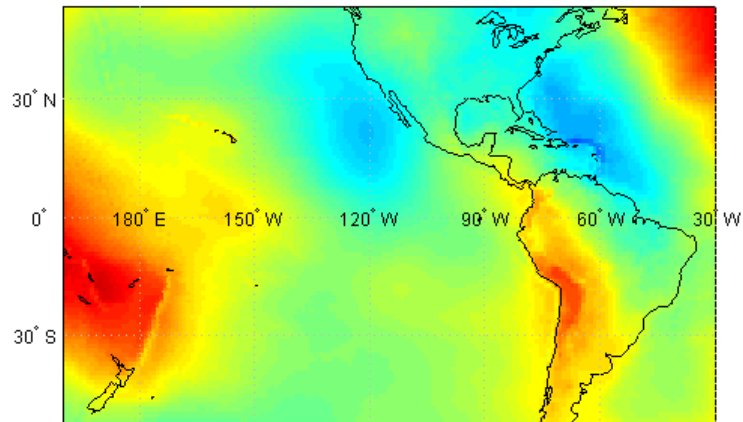
Draw a map of Africa and India with major cities and populated places:

```
worldmap({'Africa','India'})
land = shaperead('landareas.shp', 'UseGeoCoords', true);
geoshow(land, 'FaceColor', [0.15 0.5 0.15])
cities = shaperead('worldcities', 'UseGeoCoords', true);
geoshow(cities, 'Marker', '.', 'Color', 'red')
```

## Example 5

Make a map of the geoid over South America and the central Pacific:

```
worldmap([-50 50],[160 -30])
load geoid
geoshow(geoid, geoidrefvec, 'DisplayType', 'texturemap');
load coast
geoshow(lat, long)
```



## Example 6

Draw a map of terrain elevations in Korea:

```
load korea
```

```

h = worldmap(map, refvec);
set(h, 'Visible', 'off')
geoshow(h, map, refvec, 'DisplayType', 'texturemap')
demcmap(map)

```

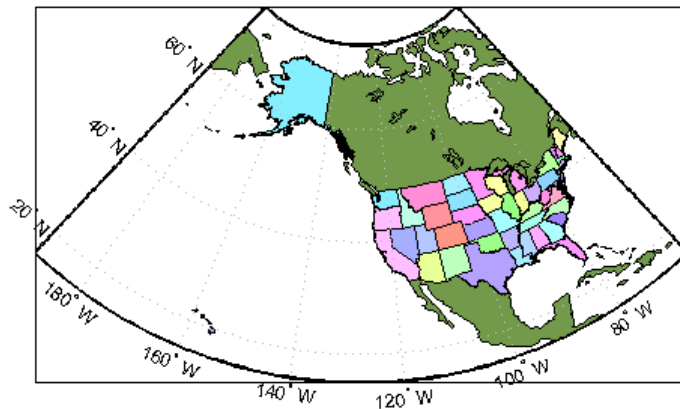
### Example 7

Make a map of the United States of America, coloring state polygons:

```

ax = worldmap('USA');
load coast
geoshow(ax, lat, long,...
'DisplayType', 'polygon', 'FaceColor', [.45 .60 .30])
states = shaperead('usastatelo', 'UseGeoCoords', true);
faceColors = makesymbolspec('Polygon',...
    {'INDEX', [1 numel(states)], 'FaceColor', ...
    polcmap(numel(states))}); % NOTE - colors are random
geoshow(ax, states, 'DisplayType', 'polygon', ...
'SymbolSpec', faceColors)

```



### See Also

[axesm](#) | [framem](#) | [geoshow](#) | [gridm](#) | [mlabel](#) | [plabel](#) | [tightmap](#) | [usamap](#)

# wrapTo180

---

**Purpose** Wrap angle in degrees to [-180 180]

**Syntax** lonWrapped = wrapTo180(lon)

**Description** lonWrapped = wrapTo180(lon) wraps angles in lon, in degrees, to the interval [-180 180] such that 180 maps to 180 and -180 maps to -180. (In general, odd, positive multiples of 180 map to 180 and odd, negative multiples of 180 map to -180.)

**See Also** wrapTo360 | wrapTo2Pi | wrapToPi

**Purpose** Wrap angle in degrees to [0 360]

**Syntax** lonWrapped = wrapTo360(lon)

**Description** lonWrapped = wrapTo360(lon) wraps angles in lon, in degrees, to the interval [0 360] such that 0 maps to 0 and 360 maps to 360. (In general, positive multiples of 360 map to 360 and negative multiples of 360 map to zero.)

**See Also** wrapTo180 | wrapTo2Pi | wrapToPi

# wrapTo2Pi

---

<b>Purpose</b>	Wrap angle in radians to $[0, 2\pi]$
<b>Syntax</b>	<code>lambdaWrapped = wrapTo2Pi(lambda)</code>
<b>Description</b>	<code>lambdaWrapped = wrapTo2Pi(lambda)</code> wraps angles in <code>lambda</code> , in radians, to the interval $[0, 2\pi]$ , such that 0 maps to 0 and $2\pi$ maps to $2\pi$ . (In general, positive multiples of $2\pi$ map to $2\pi$ and negative multiples of $2\pi$ map to 0.)
<b>See Also</b>	<code>wrapTo180</code>   <code>wrapTo360</code>   <code>wrapToPi</code>



<b>Purpose</b>	Wrap angle in radians to $[-\pi, \pi]$
<b>Syntax</b>	<code>lambdaWrapped = wrapToPi(lambda)</code>
<b>Description</b>	<code>lambdaWrapped = wrapToPi(lambda)</code> wraps angles in <code>lambda</code> , in radians, to the interval $[-\pi, \pi]$ . <code>pi</code> maps to <code>pi</code> and <code>-pi</code> maps to <code>-pi</code> . (In general, odd, positive multiples of <code>pi</code> map to <code>pi</code> and odd, negative multiples of <code>pi</code> map to <code>-pi</code> .)
<b>See Also</b>	<code>wrapTo180</code>   <code>wrapTo360</code>   <code>wrapTo2Pi</code>

# zdatam

---

**Purpose** Adjust  $z$ -plane of displayed map objects

**Syntax**

```
zdatam
zdatam(hndl)
zdatam('str')
zdatam(hndl,zdata)
zdatam('str',zdata)
```

**Description** `zdatam` displays a GUI for selecting an object from the current axes and modifying its `ZData` property.

`zdatam(hndl)` and `zdatam('str')` display a GUI to modify the `ZData` of the object(s) specified by the input. `str` is any string recognized by `handlem`.

`zdatam(hndl,zdata)` alters the  $z$ -plane position of displayed map objects designated by the MATLAB graphics handle `hndl`. The  $z$ -plane position may be the  $Z$  position in the case of text objects, or the `ZData` property in the case of other graphic objects. The function behaves as follows:

- If `hndl` is an `hggroup` handle, the `ZData` property of the children in the `hggroup` are altered.
- If the handle is scalar, then `ZData` can be either a scalar ( $z$ -plane definition), or a matrix of appropriate dimension for the displayed object.
- If `hndl` is a vector, then `ZData` can be a scalar or a vector of the same dimension as `hndl`.
- If `ZData` is a scalar, then all objects in `hndl` are drawn on the `ZData`  $z$ -plane.
- If `ZData` is a vector, then each object in `hndl` is drawn on the plane defined by the corresponding `ZData` element.
- If `ZData` is omitted, then a modal dialog box prompts for the `ZData` entry.

`zdatam('str', zdata)` identifies the objects by the input `str`, where `str` is any string recognized by `handlem`, and uses `zdata` as described above to update their `ZData` property.

This function adjusts the *z*-plane position of selected graphics objects. It accomplishes this by setting the objects' `ZData` properties to the appropriate values.

**See Also**

`handlem` | `setm`

# zero22pi

---

## Purpose

Wrap longitudes to [0 360] degree interval

---

**Note** The zero22pi function has been replaced by wrapTo360 and wrapTo2Pi.

---

## Syntax

```
newlon = zero22pi(lon)
newlon = zero22pi(lon,angleunits)
```

## Description

`newlon = zero22pi(lon)` wraps the input angle `lon` in degrees to the 0 to 360 degree range.

`newlon = zero22pi(lon,angleunits)` works in the units defined by the string `angleunits`, which can be either 'degrees' or 'radians'. `angleunits` can be abbreviated and is case-insensitive.

## Examples

```
zero22pi(567.5)
```

```
ans =
    207.5
```

```
zero22pi(-567.5)
```

```
ans =
    152.5
```

```
zero22pi(-7.5,'radian')
```

```
ans =
    5.0664
```

## See Also

[wrapTo2Pi](#) | [wrapTo360](#)

**Purpose** Construct regular data grid of 0s

**Syntax** `[Z,refvec] = zerom(latlim,lonlim,scale)`

**Description** `[Z,refvec] = zerom(latlim,lonlim,scale)` returns a full regular data grid consisting entirely of 0s and a three-element referencing vector for the returned Z. The two-element vectors `latlim` and `lonlim` define the latitude and longitude limits of the geographic region. They should be of the form `[south north]` and `[west east]`, respectively. The scalar `scale` specifies the number of rows and columns per degree of latitude and longitude.

**Examples** `[Z,refvec] = zerom([46,51],[-79,-75],1)`

```
Z =
    0    0    0    0
    0    0    0    0
    0    0    0    0
    0    0    0    0
    0    0    0    0
refvec =
    1    51   -79
```

**See Also** `limitm` | `nanm` | `onem` | `sizem` | `spzerom`

# axesmui

---

**Purpose** Define map axes and modify map projection and display properties

**Activation**

Command Line	Maptool	Map Display
axesmui c = axesmui(...)	Display > Projection	extend-click map display

**Description**

axesmui activates a Projection Control dialog box for the current map axes. The dialog box allows map projection definition and property modification.

c is an optional output argument that indicates whether the Projection Control dialog box was closed by the cancel button. c = 1 if the cancel button is pushed. Otherwise, c = 0.

Extend-clicking a map display brings up the Projection Control dialog box for that map axes.

## Controls

The screenshot shows the 'Projection Control' dialog box. It features a title bar with a small icon and standard window controls (minimize, maximize, close). The main area is organized into several sections:

- Map Projection:** A pull-down menu currently showing 'Azim: Globe' and a 'Zone' text field.
- Geoid:** Two text input fields containing '1' and '0', followed by a pull-down menu set to 'unit sphere'.
- Angle Units:** A pull-down menu set to 'degrees'.
- Map Limits:** Latitude and Longitude text fields with values -90, 90 and -180, 180 respectively.
- Frame Limits:** Latitude and Longitude text fields with values -90, 90 and -180, 180 respectively.
- Map Origin:** 'Lat and Long' text fields with values 0 and 0, and an 'Orientation' text field with value 0.
- Cartesian Origin:** 'False E and N' text fields with values 0 and 0, and a 'Scalefactor' text field with value 1.
- Parallels:** A text input field containing 'None'.
- Aspect:** A pull-down menu set to 'normal'.

At the bottom of the dialog are several buttons: 'Frame', 'Grid', 'Labels', 'Fill in', 'Reset', 'Apply', 'Help', and 'Cancel'.

The **Map Projection** pull-down menu is used to select a map projection. The projections are listed by type, and each is preceded by a four-letter type indicator:

Cyln = Cylindrical  
Pcyl = Pseudocylindrical  
Coni = Conic  
Poly = Polyconic  
Pcon = Pseudoconic  
Azim = Azimuthal

Mazi = Modified Azimuthal  
Pazi = Pseudoazimuthal

The **Zone** button and edit box are used to specify the UTM or UPS zone. For non-UTM and UPS projections, the two are disabled.

The **Geoid** edit boxes and pull-down menu are used to specify the geoid. Units must be in meters for the UTM and UPS projections, since this is the standard unit for the two projections. For non-UTM and UPS projections, the geoid unit can be anything, bearing in mind that the resulting projected data will be in the same units as the geoid.

The **Angle Units** pull-down menu is used to specify the angle units used on the map projection. All angle entries corresponding to the current map projection must be entered in these units. Current angle entries are automatically updated when new angle units are selected.

The **Map Limits** edit boxes are used to specify the extent of the map data in geographic coordinates. The **Latitude** edit boxes contain the southern and northern limits of the map. The **Longitude** edit boxes contain the western and eastern limits of the map. The map limits establish the extent of the meridian and parallel grid lines, regardless of the display settings (see grid settings). Map limits are always in geographic coordinates, regardless of the map origin and orientation setting. In the normal aspect, the map display is trimmed to the minimum of the map and frame limits.

The **Frame Limits** edit boxes are used to specify the location of the map frame, measured from the center of the map projection in the base coordinate system. The **Latitude** edit boxes contain the southern and northern frame edge locations. The **Longitude** edit boxes contain the western and eastern frame edge locations. Displayed map data are trimmed at the frame limits. For azimuthal map projections, the latitude limits should be set to `inf` and the desired trim distance from the map origin. In the normal aspect, the map display is trimmed to the minimum of the map and frame limits.

The **Map Origin** edit boxes are used to specify the origin and aspect angle of the map projection. The **Lat** and **Long** boxes specify the map origin in geographic coordinates. This is the point that is placed in the



center of the projection. If either box is left blank, 0 degrees is used. The **Orientation** box specifies the azimuth angle of the North Pole relative to the map origin. Azimuth is measured clockwise from the top of the projection. If the **Orientation** box is disabled, then the selected map projection requires a fixed orientation. See the *Mapping Toolbox User's Guide* for a complete description of the map origin.

The **Cartesian Origin** edit boxes are used to specify the  $x$ - $y$  offset, along with a desired scale factor of the map projection. The **False E and N** boxes specify the false easting and northing in Cartesian coordinates. These must be in the same units as the geoid. The **Scalefactor** box specifies the scale factor used in the map projection calculations.

The **Parallels** edit boxes specify the standard parallels of the selected map projection. A particular map projection may have one or two standard parallels. If the edit boxes are disabled, then the selected projection has no standard parallels or the standard parallels are fixed.

The **Aspect** pull-down menu is used to select a normal or transverse display aspect. When the aspect is normal, *north* (on the base projection) is up, and the map is displayed in a *portrait* setting. In a transverse aspect, north (in the base projection) is to the right, and the map is displayed in a *landscape* setting. This property does not control the map projection aspect. The projection aspect is determined by the map Origin property).

The **Frame** button brings up the Map Frame Properties dialog box, which allows the map frame settings to be modified.

The **Grid** button brings up the Map Grid Properties dialog box, which allows the map grid settings to be modified.

The **Labels** button brings up the Map Label Properties dialog box, which allows the parallel and meridian label settings to be modified.

The **Fill in** button is used to compute projection and display settings based on any currently specified map parameters. Only settings that are left blank are affected when this button is pushed.

The **Reset** button is used to reset the default projection properties and display settings of the current map. Default display settings include frame, grid, and label properties set to 'off'.

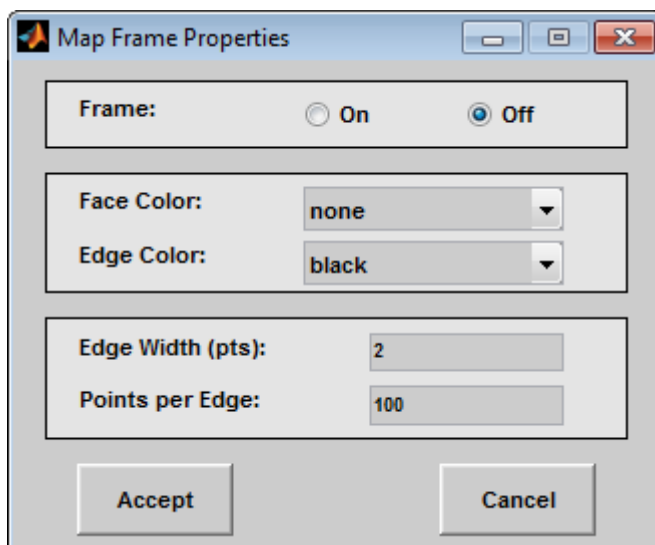
The **Apply** button is used to apply the projection and display settings to the current map, which results in the map being reprojected.

The **Help** button is used to bring up online help text for each control on the Projection Control dialog box.

The **Cancel** button disregards any modified projection or display settings and closes the Projection Control dialog box.

## Map Frame Properties Dialog Box

This dialog box allows modification of the map frame settings. It is accessed via the **Frame** button on the Projection Control dialog box.



The **Frame** selection buttons determine whether the map frame is visible.

The **Face Color** pull-down menu is used to select the background color of the map frame. Selecting **none** results in a transparent frame background, i.e., the same as the axes color. Selecting **custom** allows a custom RGB triple to be defined for the background color.

The **Edge Color** pull-down menu is used to select the color of the frame edge. Selecting **none** hides the frame edge. Selecting **custom** allows a custom RGB triple to be defined for the edge color.

The **Edge Width** edit box is used to enter the line width of the frame edge, in points.

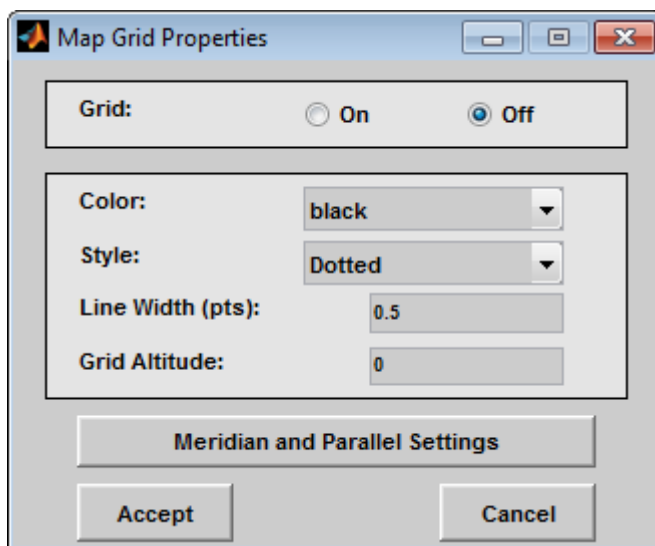
The **Points per Edge** edit box is used to enter the number of points used to display each edge of the map frame.

The **Accept** button accepts any modifications made to the map frame properties and returns to the Projection Control dialog box. Changes are applied to the current map only when the **Apply** button on the Projection Control dialog box is pushed.

The **Cancel** button disregards any modifications to the map frame properties and returns to the Projection Control dialog box.

### **Map Grid Properties Dialog Box**

This dialog box allows modification of the map frame settings. It is accessed via the **Grid** button on the Projection Control dialog box.



The Grid selection buttons determine whether the map grid is visible.

The **Color** pull-down menu is used to select the color of the map grid lines. Selecting `custom` allows a custom RGB triple to be defined for the grid line color.

The **Style** pull-down menu is used to select the line style of the map grid lines.

The **Line Width** edit box is used to enter the width of the map grid lines, in points.

The **Grid Altitude** edit box is used to enter z-axis location of the map grid. This property can be used to place some mapped objects above or below the map grid. The default map grid altitude is `inf`, which places the grid above all other mapped objects.

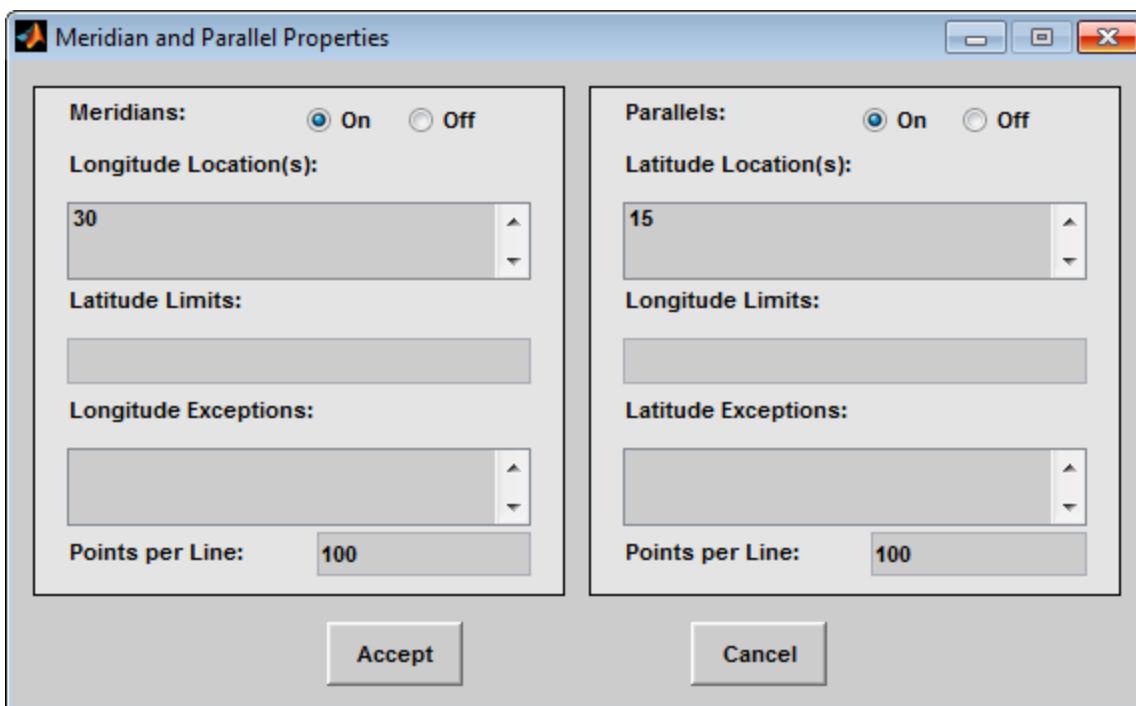
The **Meridian and Parallel Settings** button brings up the **Meridian and Parallel Properties** dialog box, which allows the properties of the meridian and parallel grid lines to be modified.

The **Accept** button accepts any modifications made to the map grid properties and returns to the Projection Control dialog box. Changes are applied to the current map only when the **Apply** button on the Projection Control dialog box is pushed.

The **Cancel** button disregards any modifications to the map grid properties and returns to the Projection Control dialog box.

### Meridian and Parallel Properties Dialog Box

This dialog box is used to modify the settings for meridian and parallel grid lines. It is accessed via the **Meridian and Parallel Settings** button on the Map Grid Properties dialog box.



The **Meridians** selection buttons determine whether the meridian grid lines are visible when the map grid is turned on.

The **Longitude Location(s)** edit box is used to specify which meridians are to be displayed if the meridian lines are turned on. If a scalar interval value is entered, meridian lines are displayed at that interval, starting from the Prime Meridian and proceeding in east and west directions. If a vector of values is entered, meridian lines are displayed at locations given by each element of the vector.

The **Latitude Limits** edit box is used to specify the latitude limits beyond which meridian lines do not extend. If this property is left empty, all meridian lines extend to the map latitude limits (specified by the Latitude Map Limits entry on the **Projection Control** dialog box). This entry must be a two-element vector enclosed in brackets.

The **Longitude Exceptions** edit box is used to enter specific meridians of the displayed grid that are to extend beyond the latitude limits, to the map limits. This entry is a vector of longitude values.

The **Parallels** selection buttons determine whether the parallel grid lines are visible when the map grid is turned on.

The **Latitude Location(s)** edit box is used to specify which parallels are to be displayed if the parallel lines are turned on. If a scalar interval value is entered, parallel lines are displayed at that interval, starting from the Equator and proceeding in north and south directions. If a vector of values is entered, parallel lines are displayed at locations given by each element of the vector.

The **Longitude Limits** edit box is used to specify the longitude limits beyond which parallel lines do not extend. If this property is left empty, all parallel lines extend to the map longitude limits (specified by the Longitude Map Limits entry on the **Projection Control** dialog box). This entry must be a two-element vector enclosed in brackets.

The **Latitude Exceptions** edit box is used to enter specific parallels of the displayed grid that are to extend beyond the longitude limits, to the map limits. This entry is a vector of latitude values.

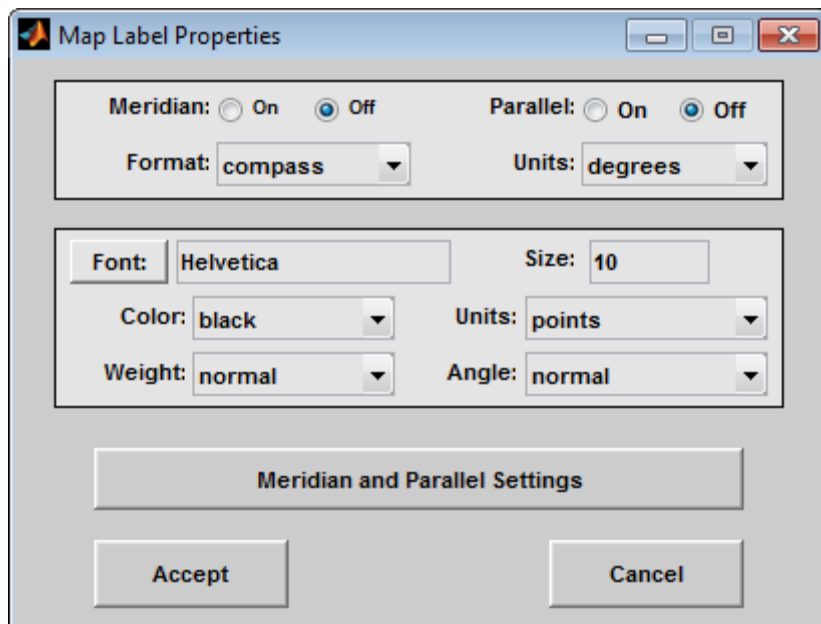
The **Points per Line** edit boxes are used to enter the number of points used to plot each meridian and each parallel grid line. The default value is 100 points.

The **Accept** button accepts any modifications that have been made to the meridian and parallel grid line properties and return to the Map Grid Properties dialog box. Changes are applied to the current map only when the **Apply** button on the Projection Control dialog box is pushed.

The **Cancel** button disregards any modifications to the meridian and parallel grid lines and returns to the Map Grid Properties dialog box.

### Map Label Properties Dialog Box

This dialog box is used to modify the settings of the meridian and parallel labels. It is accessed via the **Label** button on the Projection Control dialog box.



The **Meridian** and **Parallel** selection buttons determine whether the meridian and parallel labels are visible.

The **Format** pull-down menu is used to specify the format of the grid labels. If compass is selected, meridian labels are appended with E

for east and W for west, and parallel labels are appended with N for north and S for south. If `signed` is chosen, meridian labels are prefixed with + for east and - for west, and parallel labels are prefixed with + for north and - for south. If `none` is selected, western meridian labels and southern parallel labels are prefixed by -, but no symbol precedes eastern meridian labels and northern parallel labels.

The label **Units** pull-down menu is used to specify the angle units used to display the parallel and meridian labels. These units, used for display purposes only, need not be the same as the angle units of the map projection.

The **Font** edit box is used to specify the character font used to display the parallel and meridian labels. If the font specified does not exist on the computer, the default of `Helvetica` is used. Pressing the **Font** button previews the selected font.

The font **Size** edit box is used to enter an integer value that specifies the font size of the parallel and meridian labels. This value must be in the units specified by the font **Units** pull-down menu.

The font **Color** pull-down menu is used to select the color of the parallel and meridian labels. Selecting `custom` allows a custom RGB triple to be defined for the labels.

The font **Weight** pull-down menu is used to specify the character weight of the parallel and meridian labels.

The font **Units** pull-down menu is used to specify the units used to interpret the font size entry. When set to `normalized`, the value entered in the **Size** edit box is interpreted as a fraction of the height of the axes. For example, a normalized font size of 0.1 sets the label text to a height of one tenth of the axes height.

The font **Angle** pull-down menu is used to select the character slant of the parallel and meridian labels. `normal` specifies nonitalic font. `italic` and `oblique` specify italic font.

The **Meridian and Parallel Settings** button brings up the Meridian and Parallel Label Properties dialog box, which allows modification of properties specific to the meridian and parallel grid labels.

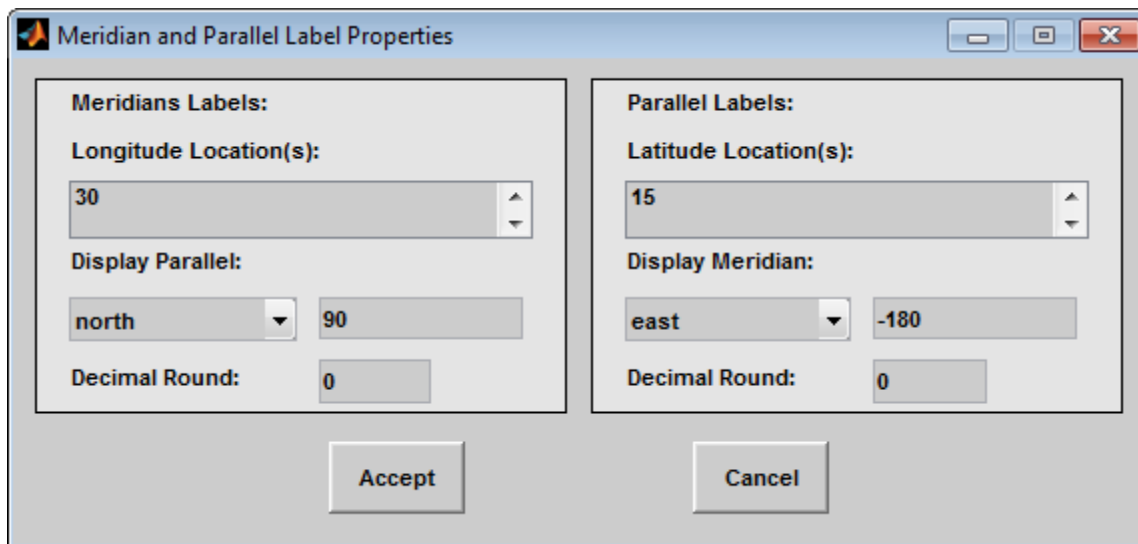


The **Accept** button accepts any modifications that have been made to the map label properties and returns to the Projection Control dialog box. Changes are applied to the current map only when the **Apply** button on the Projection Control dialog box is pushed.

The **Cancel** button disregards any modifications to the map labels and returns to the **Projection Control** dialog box.

### Meridian and Parallel Label Properties Dialog Box

This dialog box is used to modify properties specific to the meridian and parallel grid labels. It is accessed via the **Meridian and Parallel Settings** button on the Map Label Properties dialog box.



The **Longitude Location(s)** edit box is used to specify which meridians are to be labeled. Meridian labels need not coincide with displayed meridian grid lines. If a scalar interval value is entered, labels are displayed at that interval, starting from the Prime Meridian and proceeding in east and west directions. If a vector of values is entered, labels are displayed at longitude locations given by each element of the vector.

The **Display Parallel** pull-down menu and edit box are used to specify the latitude location of the meridian labels. If a scalar latitude value is provided in the edit box, the meridian labels are placed at that parallel. Alternatively, the pull-down menu can be used to select a latitude location. If **north** is chosen, meridian labels are placed at the maximum map latitude limit. If **south** is chosen, meridian labels are placed at the minimum map latitude limit.

The **Latitude Location(s)** edit box is used to specify which parallels are to be labeled. Parallel labels need not coincide with displayed parallel grid lines. If a scalar interval value is entered, labels are displayed at that interval, starting from the Equator and proceeding in north and south directions. If a vector of values is entered, labels are displayed at latitude locations given by each element of the vector.

The **Display Meridian** pull-down menu and edit box are used to specify the longitude location of the parallel labels. If a scalar longitude value is provided in the edit box, the parallel labels are placed at that meridian. Alternatively, the pull-down menu can be used to specify a longitude location. If **east** is chosen, parallel labels are placed at the maximum map longitude limit. If **west** is chosen, parallel labels are placed at the minimum map longitude limit.

The **Decimal Round** edit boxes are used to specify the power of ten to which the meridian and parallel labels are rounded. For example, a value of -1 results in labels displayed to the tenths decimal place.

The **Accept** button accepts any modifications that have been made to the meridian and parallel label properties and return to the Map Label Properties dialog box. Changes are applied to the current map only when the **Apply** button on the **Projection Control** dialog box is pushed.

The **Cancel** button disregards any modifications to the meridian and parallel labels and returns to the Map Label Properties dialog box.

The **Map Geoid** edit box is used to specify the geoid (ellipsoid) definition for the current map axes. The geoid is defined by a two-element vector of the form [semimajor-axis eccentricity]. Eccentricity must be a value between 0 and 1, but not equal to 1. A nonzero eccentricity

represents an ellipsoid. The default geoid is a sphere with radius 1, represented as [1 0]. If a scalar entry is provided, it is assumed to be the radius of a sphere.

The **Accept** button accepts any modifications that have been made to the map geoid and return to the Projection Control dialog box. Changes are applied to the current map only when the **Apply** button on the Projection Control dialog box is pushed.

The **Cancel** button disregards any modifications to the map geoid and returns to the Projection Control dialog box.

## See Also

axesm

# clmo-ui

---

**Purpose** GUI to clear mapped objects

**Activation**

Command Line	Maptool
c.lmo	Tools > Delete > Object

**Description**

c.lmo brings up a Select Object dialog box for selecting mapped objects to delete.

**Controls**

The scroll box is used to select the desired objects from the list of mapped objects.



Pushing the **Select all** button highlights all objects in the scroll box for selection. Pushing the **OK** button deletes the selected objects from the map. Pushing the **Cancel** button aborts the operation.

**See Also**

c.lmo

**Purpose** Add colormap menu to figure window

**Activation**

**Command Line**

```
clrmenu
clrmenu(h)
```

**Description**

clrmenu adds a colormap menu to the current figure.

clrmenu(h) adds a colormap menu to the figure specified by the handle h.

**Controls**

The following choices are included on the colormap menu:

**Gray, Hsv, Hot, Pink, Cool, Bone, Jet, Copper, Spring, Summer, Autumn, Winter, Flag, and Prism** generate colormaps.

**Rand** is a random colormap.

**Brighten** increases the brightness.

**Darken** decreases the brightness.

**Flipud** inverts the order of the colormap entries.

**Fliplr** interchanges the red and blue components.

**Permute** permutes the colormap: red > blue, blue > green, green > red.

**Define** allows a workspace variable to be specified for the colormap.

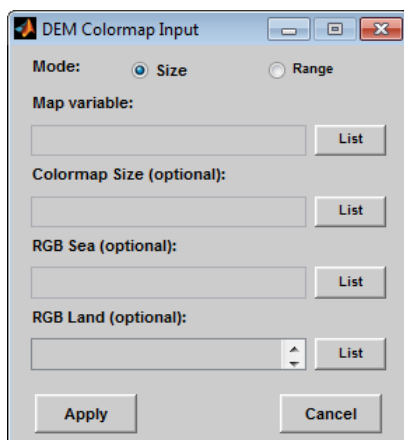
**Remember** stores the current colormap.

**Restore** reverts to the stored colormap (initially, the stored colormap is the colormap in use when clrmenu is invoked).

**Refresh** redraws the current figure window.

**Digital Elevation** activates the DEM Colormap Input dialog box. Use it to specify a colormap for a digital elevation map, and then apply the colormap to the current figure. The number of land and sea colors in

the colormap is appropriate for the maximum elevations and depths of the data grid. The dialog box is shown and described below:



The **Mode** selection buttons are used to specify whether the length of the colormap is specified or whether the altitude range increment assigned to each color is specified.

The **Map variable** edit box is used to specify the data grid containing the elevation data.

The **Colormap Size** edit box is used in Size mode. This entry defines the length of the colormap. If omitted, a default length of 64 is used. This entry must be a scalar value.

The **Altitude Range** edit box is used in Range mode. This entry defines the altitude range increment assigned to each color. If omitted, a default increment of 100 is used. This entry must be a scalar value.

The **RGB Sea** edit box is used to define colors for data with negative values. The actual sea colors of the generated colormap are interpolated from this matrix. This entry can be a matrix of any length (n by 3). The colormap matrix of the current figure can be used by entering the string 'window' in this box. The demcmap function provides default sea colors, which are used if this entry is left blank.

The **RGB Land** edit box is used to define colors for data with positive values. The actual land colors of the generated colormap are interpolated from this matrix. This entry can be a matrix of any length (n by 3). The colormap matrix of the current figure can be used by entering the string 'window' in this box. The `demcmap` function provides default sea colors, which are used if this entry is left blank.

Pressing the **Apply** button accepts the input data, creates the colormap, and assigns it to the current figure.

Pressing the **Cancel** button disregards any input data and closes the DEM Colormap Input dialog box.

**See Also**`demcmap`

# colorm

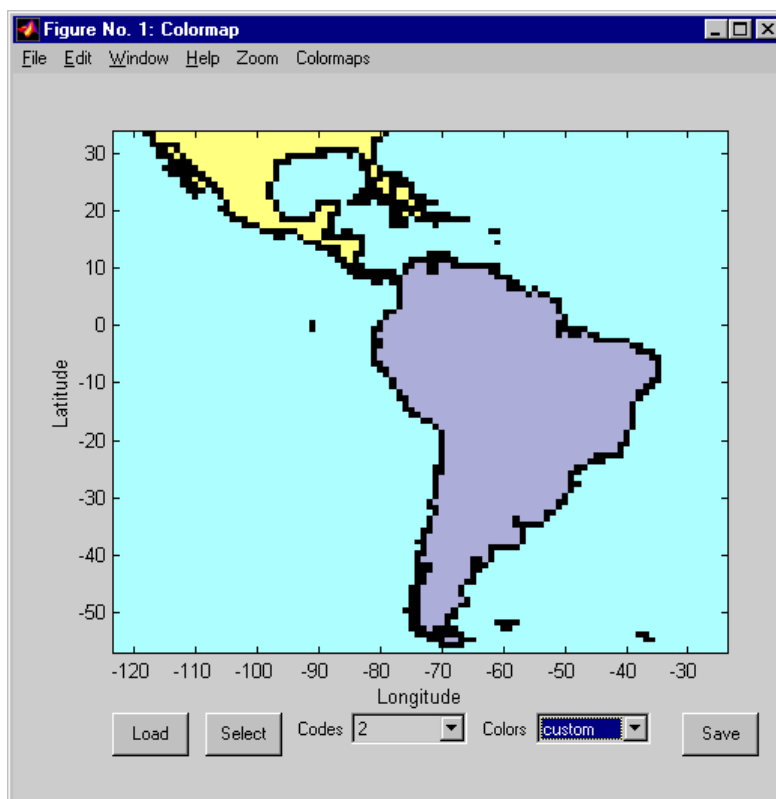
**Purpose** Create index map colormaps

**Compatibility** colorm will be removed in a future release.

**Syntax** colorm(datagrid,refvec)

**Description** colorm(datagrid,refvec) displays the data grid in a new figure window and allows a colormap to be edited and saved to a new variable. datagrid and refvec are the data grid and the referencing vector of the surface. map must have positive index values into the colormap.

## Controls





The **colorm** tool displays the surface map data in a new figure window with the current colormap. **Zoom** and **Colormaps** menus are activated for that figure.

The **Zoom On/Off** menu toggles interactive zoom on and off.

The **Colormaps** menu provided a variety of colormap options that can be applied to the map. See `clrmenu` in this guide for a description of the **Colormaps** menu options.

The **Load** button activates a dialog box, used to specify a colormap variable to be applied to the displayed surface map. This colormap can then be edited and saved.

The **Select** button activates the mouse cursor and allows a point on the map to be selected. The value of that point then appears in the **Codes** pull-down menu. The color of the selected point appears in the **Color** pull-down menu and can then be edited.

The **Codes** pull-down menu is used to select a particular value in the data grid. The color associated with that value then appears in the **Color** pull-down menu and can be edited.

The **Color** pull-down menu is used to select a particular color to assign to the value currently displayed in the **Codes** pull-down menu. A custom color can be defined by selecting the `custom` option. This brings up a custom color interface with which an RGB triple can be selected.

The **Save** button is used to save the modified colormap to the workspace. A dialog box appears in which the colormap variable name is entered.

## See Also

`encodem` | `getseeds` | `maptrim` | `seedm`

# demdataui

---

**Purpose** UI for selecting digital elevation data

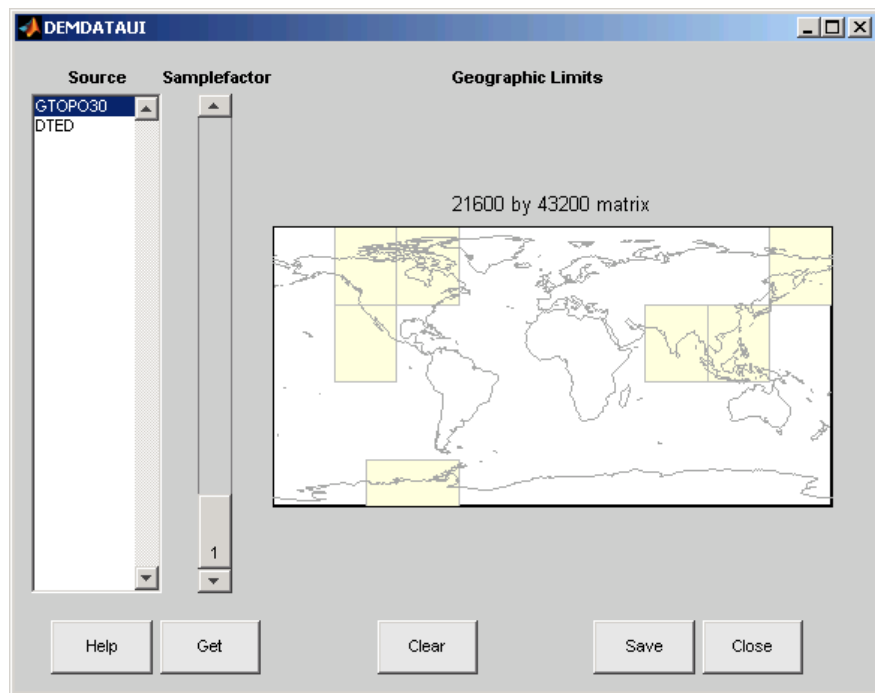
**Activation** demdataui

**Description** demdataui is a graphical user interface to extract digital elevation map data from a number of external data files. You can extract data to MAT-files or the base workspace as regular data grids with referencing vectors.

The demdataui panel lets you read data from a variety of high-resolution digital elevation maps (DEMs). These DEMs range in resolution from about 10 kilometers to 100 meters or less. The data files are available over the Internet at no cost, or (in some cases) on CD-ROMs for varying fees. demdataui reads ETOPO5, TerrainBase, GTOPO30, GLOBE, satellite bathymetry, and DTED data. See the links under See Also for more information on these data sets. demdataui looks for these geospatial data files on the MATLAB path and, for some operating systems, on CD-ROM disks.

You use the list to select the source of data and the map to select the region of interest. When you click the **Get** button, data is extracted and displayed on the map. Use the **Save** button to save the data in a MAT-file or to the base workspace for later display. The **Close** button closes the window.

## Controls



### The Map

The map controls the geographic extent of the data to be extracted. demdataui extracts data for areas currently visible on the map. Use the mouse to zoom in or out to the area of interest. See `zoom` for more on zooming.

Some data sources divide the world up into tiles. When extracting, data is concatenated across all visible tiles. The map shows the tiles in light yellow with light gray edges. When data resolution is high, extracting data for large area can take much time and memory. An approximate count of the number of points is shown above the map. Use the **Samplefactor** slider to reduce the amount of data.

## The List

The list controls the source of data to be extracted. Click a name to see the geographic coverage in light yellow. The sources list shows the data sources found when demdataui started.

demdataui searches for data files on the MATLAB path. On some computers, demdataui also checks for data files on the root level of letter drives. demdataui looks for the following data: etopo5: new\_etopo5.bil or etopo5.northern.bat and etopo5.southern.bat files. tbase: tbase.bin file. satbath: topo\_6.2.img file. gtopo30: a folder that contains subfolders with the data files. For example, demdataui would detect gtopo30 data if a folder on the path contained the folders E060S10 and E100S10, each of which holds the uncompressed data files. globedem: a folder that contains data files and in the subfolder /esri/hdr and the \*.hdr header files. dted: a folder that has a subfolder named DTED. The contents of the DTED folder are more subfolders organized by longitude and, below that, the DTED data files for each latitude tile. See the help for functions with the data source names for more on the data attributes and internet locations.

## The Samplefactor Slider

The **Sample Factor** slider allows you to reduce the density of the data. A sample factor of 2 returns every second point. The current sample factor is shown on the slider.

## The Get Button

The **Get** button reads the currently selected data and displays it on the map. Press the standard interrupt key combination for your platform to interrupt the process.

## The Clear Button

The **Clear** button removes any previously read data from the map.

## The Save Button

The **Save** button saves the currently displayed data to a MAT-file or the base workspace. If you choose to save to a file, you will be prompted for

a file name and location. If you choose to save to the base workspace, you can choose the variable name under which the data will be stored.

Data are returned as Mapping Toolbox Version 1 display structures. For information about display structure format, see “Version 1 Display Structures” on page 1-184 in the reference page for `displaym`.

Use `load` and `displaym` to redisplay the data from a file on a map axes. To display the data in the base workspace, use `displaym`. To gain access to the data matrices, subscript into the structure (for example, `datagrid = demdata(1).map; refvec = demdata(1).maplegend`). Use `worldmap` to create easy displays of the elevation data (for example, `worldmap(datagrid,refvec)`). Use `meshm` to add regular data grids to existing displays, or `surfm` or a similar function for geolocated data grids (for example, `meshm(datagrid,refvec)` or `surfm(latgrat,longrat,z)`).

### **The Close Button**

The **Close** button closes the `demdataui` panel.

### **See Also**

`etopo` | `tbase` | `gtopo30` | `globedem` | `dted` | `satbath` | `vmap0ui`

# handlem-ui

---

**Purpose** GUI for handles of specified mapped objects

**Activation**

**Command Line**

```
h = handlem
```

```
h = handlem('prompt')
```

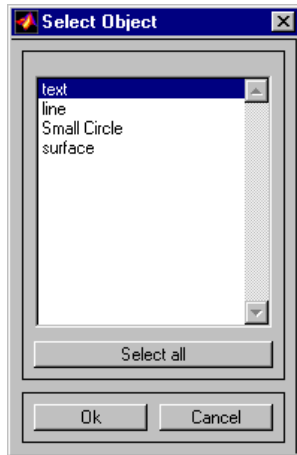
**Description**

h = handlem brings up a Select Object dialog box, which lists all currently displayed objects. Objects can be selected and their handles returned.

h = handlem('prompt') brings up a Specify Object dialog box, which allows greater control of object selection.

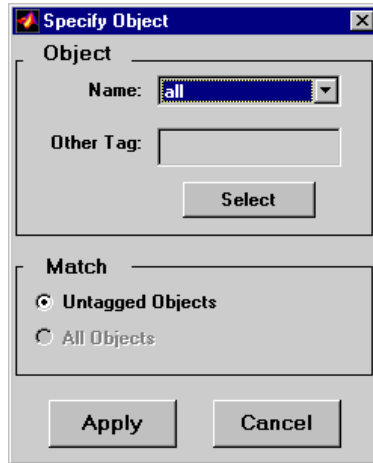
**Controls**

Select Object Dialog Box



The scroll box is used to select the desired objects from the list of mapped objects. Pushing the **Select all** button highlights all objects in the scroll box for selection. Pushing the **OK** button returns the object handles in the variable h. Pushing the **Cancel** button aborts the operation.

## Specify Object Dialog Box



The **Object** Controls are used to select an object type or tag. The **Name** pull-down menu is used to select from a list of predefined object strings. The **Other Tag** edit box is used to specify an object tag not listed in the **Name** pull-down menu. Pushing the **Select** button brings up the Select Object dialog box, which shows only the currently displayed objects for selection.

The **Match** Controls are used when a Handle Graphics object type (image, line, surface, patch, or text) is specified. The **Untagged Objects** selection button is used to return the handles of only those objects with empty tag properties. The **All Objects** selection button is used to return all object handles of the specified type, regardless of whether they are tagged.

Pushing the **Apply** button returns the handles of the specified objects. Pushing the **Cancel** button aborts the operation.

### See Also

handlem

# hidem-ui

---

**Purpose** Hide specified mapped objects

**Activation**

Command Line	Maptool
hidem	Tools > Hide > Object

**Description**

hidem brings up a Select Object dialog box for selecting mapped objects to hide (Visible property set to 'off').

**Controls**



The scroll box is used to select the desired objects from the list of mapped objects. Pushing the **Select all** button highlights all objects in the scroll box for selection. Pushing the **OK** button changes the Visible property of the selected objects to 'off'. Pushing the **Cancel** button aborts the operation without changing any properties of the selected objects.

**See Also**

hidem



**Purpose** Control position of lights on globe or 3-D map

**Syntax** `lightmui(hax)`

**Description** `lightmui(hax)` creates a GUI to control the position of lights on a globe or 3-D map in map axes `hax`. You can control the position of lights by clicking and dragging the icon or by dialog boxes. Right-click the appropriate icon in the GUI to invoke the corresponding dialog box. You can change the light color by entering the RGB components manually or by clicking the pushbutton.

**See Also** `lightm`

# maptool

**Purpose** Add menu-activated tools to map figure

## Activation

### Command Line

```
maptool(PropertyName,PropertyValue)  
maptool(ProjectionFile,...)  
h = maptool(...)
```

## Description

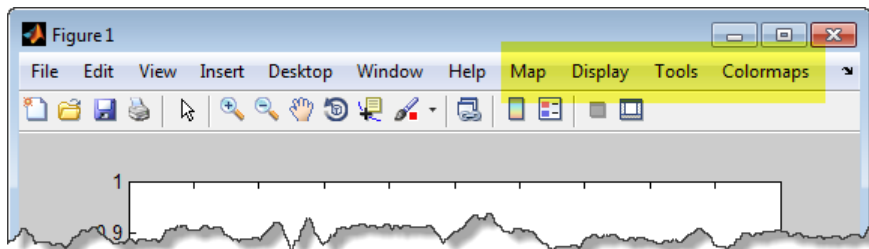
maptool adds several items to the menu in the current figure window with a map axes and opens the Projection Control dialog box for defining map projection and display properties. The figure window features a special menu bar that provides access to most of Mapping Toolbox GUIs.

maptool(*PropertyName*,*PropertyValue*,...) creates a figure window with a map axes defined by the supplied map properties. The MapProjection property must be the first input pair. maptool supports the same map properties as axesm.

maptool(*ProjectionFile*,*PropertyName*, *PropertyValue*,...) allows for the omission of the MapProjection property name. *ProjectionFile* must be the identifying string of an available map projection.

h = maptool(...) returns a two-element vector containing the handle of the maptool figure window and the handle of the map axes.

## Controls



## Map Menu

The **Lines** option activates the Line Map Input dialog box for projecting two- and three-dimensional line objects onto the map axes.

The **Patches** option activates the Patch Map Input dialog box for projecting patch objects onto the map axes.

The **Regular Surfaces** option activates the Mesh Map Input dialog box for projecting a regular data grid onto a graticule projected onto the map axes.

The **General Surfaces** option activates the Surface Map Input dialog box for projecting a geolocated data grid onto the map axes.

The **Contours** option activates the Contour Map Input dialog box for projecting a two- or three-dimensional contour plot onto the map axes.

The **Quiver 2D** option activates the Quiver Map Input dialog box for projecting a two-dimensional quiver plot onto the map axes.

The **Quiver 3D** option activates the Quiver3 Map Input dialog box for projecting a three-dimensional quiver plot onto the map axes.

The **Stem** option activates the Stem Map Input dialog box for projecting a stem plot onto the map axes.

The **Scatter** option activates the Scatter Map Input dialog box for projecting a scatter plot onto the map axes.

The **Text** option activates the Text Map Input dialog box for projecting text objects onto the map axes.

The **Light** option activates the Light Map Input dialog box for projecting light objects onto the map axes.

## Display Menu

The **Projection** option activates the Projection Control dialog box for editing map projection properties and map display settings.

The **Graticule** option is used to view and edit the graticule size for surface maps.

The **Legend** option is used to display a contour map legend.

The **Frame** option is used to toggle the map frame on and off.

The **Grid** option is used to toggle the map grid on and off.

The **Meridian Labels** option is used to toggle the meridian grid labels on and off.

The **Parallel Labels** option is used to toggle the parallel grid labels on and off.

The **Tracks** option activates the Define Tracks input box for calculating and displaying Great Circle and Rhumb Line tracks on the map axes.

The **Small Circles** option activates the Define Small Circles input box for calculating and displaying small circles on the map axes.

The **Surface Distances** option activates the Surface Distance dialog box for distance, azimuth, and reckoning calculations.

## **Tools Menu**

The **Hide** option is used to hide the mouse tool buttons.

The **Off** option is used to turn off the current mouse tool.

The **Set Limits** option is used to define the zoom out limits to the current settings on the axes.

The **Full View** option is used to zoom out to the current axes limit settings.

The **Origin** option is used to toggle Origin (`originui`) mode on and off. Origin mode is used to interactively modify the map origin.

The **2D View** option is used to set the default two-dimensional view (`azimuth=0`, `elevation=90`).

The **Objects** option activates the Object Sets dialog box, which allows for property manipulation of objects displayed on the map axes.

The **Edit** option activates the MATLAB Property Editor to manipulate properties of a plotted object. Choose the **Current Object** option to edit

the currently selected object or choose the **Select Object** option to open the Select Object dialog box and choose the object you want to edit.

The **Show** option is used to set the **Visible** property of mapped objects to 'on'. The **All** option shows all currently mapped objects. The **Object** option activates the Select Object dialog box.

The **Hide** option is used to set the **Visible** property of mapped objects to 'off'. Choose from the **All** or **Map** options, or choose the **Object** option to activate the Select Object dialog box.

The **Delete** option is used to clear the selected objects. The **All** option clears the current map, frame, and grid lines. The map definition is left in the axes definition. The **Map** option clears the current map, deleting objects plotted on the map but leaving the frame and grid lines displayed. The **Object** option activates the Select Object dialog box.

The **Axes** option is used to manipulate the MATLAB Cartesian axes. The **Show** option shows this axes, the **Hide** option hides this axes, and the **Color** option allows for custom color selection for this axes.

### **Colormaps Menu**

The **Colormaps** menu allows for manipulation of the colormap for the current figure. See the `clrmenu` reference page for details on the **Colormaps** menu options.

### **See Also**

`axesm`

# maptrim

---

**Purpose** Interactively trim and convert map data from vector to raster format

**Syntax**  
`maptrim(lat,lon,linespec)`  
`maptrim(datagrid,refvec)`  
`maptrim(datagrid,refvec,PropertyName,PropertyValue)`

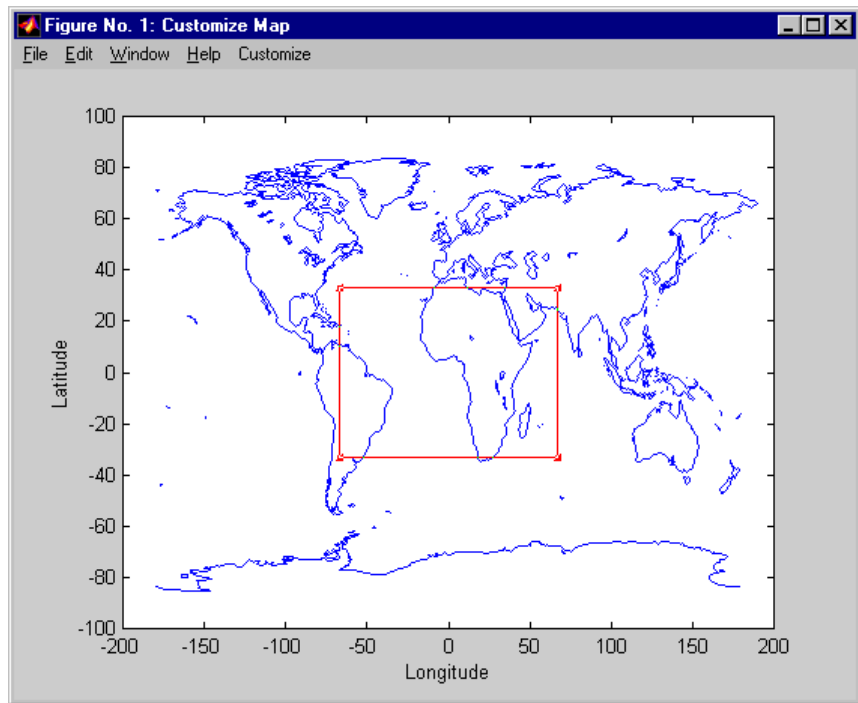
**Description** `maptrim(lat,lon)` displays the supplied map data in a new figure window and allows a region of the map to be selected and saved in the workspace. `lat` and `lon` must be vector map data. The output can be line, patch, or regular surface (matrix) data. If patch map output is selected, the inputs `lat` and `lon` must originally be patch map data.

`maptrim(lat,lon,linespec)` displays the supplied map data using the `linespec` string.

`maptrim(datagrid,refvec)` displays data grid data in a new figure window and allows a subset of this map to be selected and saved. The output is regular surface data.

`maptrim(datagrid,refvec,PropertyName,PropertyValue)` displays the data grid using the surface properties provided. The object `Tag`, `EdgeColor`, and `UserData` properties cannot be set.

## Controls



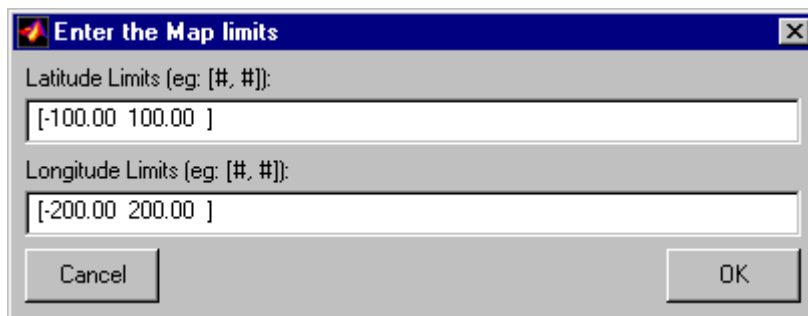
The `maptrim` tool displays the supplied map data in a new figure window and activates a **Customize** menu for that figure. The **Customize** menu has three menu options: **Zoom On/Off**, **Limits**, and **Save As**.

The **Zoom On/Off** menu toggles interactive zoom on and off.

The **Limits** menu option activates the Enter Map Limits dialog box, which is used to enter the latitude and longitude limits of the desired map subset. These entries are two-element vectors, enclosed in brackets. Pressing the **OK** button zooms in to the new limits. Pressing the **Cancel** button disregards the new limits and returns to the map display.

# maptrim

---



The **Save As** menu option is used to specify the variable names in which to save the map data subset. To save line and patch data, enter the new latitude and longitude variable names, along with the map resolution. For surface data, enter the new map and referencing vector variable names, along with the scale of the map. Latitude and longitude limits are optional.

## See Also

maptrim1 | maptrimp | maptrims



**Purpose** GUI to control plotting of display structure elements

**Compatibility** `mayers` will be removed in a future release.

**Activation**

Command Line	Maptool
<code>mayers('filename')</code>	<b>Session &gt; Layers</b>
<code>mayers('filename',h)</code>	
<code>mayers(cellarray)</code>	
<code>mayers(cellarray,h)</code>	

**Description**

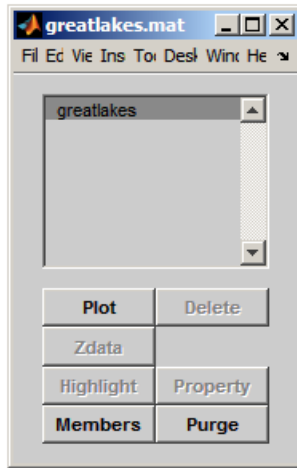
`mayers('filename')` associates all display structures, which in this context are also called map layers, in the MAT-file `filename` with the current map axes. The display structure variables are accessible only through the `mayers` tool, and not through the base workspace. `filename` must be a string.

`mayers('filename',h)` assigns the layers found in `filename` to the map axes indicated by the handle `h`.

`mayers(cellarray)` associates the layers specified by `cellarray` with the current map axes. `cellarray` must be of size `n` by 2. Each row of `cellarray` represents a map layer. The first column of `cellarray` contains the layer structure, and the second column contains the name of the layer structure. Such a cell array can be generated from data in the current workspace with the function `rootlayr`. In this case, the calling sequence would be `rootlayr; mayers(ans)`.

`mayers(cellarray,h)` assigns the layers specified by `cellarray` to the map axes specified by the handle `h`.

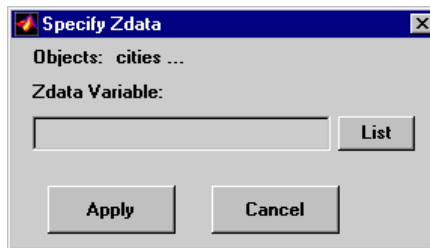
## Controls



The scrollable list box displays all of the map layers currently associated with the map axes. An asterisk next to the layer name indicates that the layer is currently visible. An h next to the layer name indicates a layer that is plotted, but currently hidden.

The **Plot** button plots the selected map layer. Once the selected layer is plotted, the button toggles between **Hide** and **Show**, to turn the **Visible** property of the plotted objects to 'off' and 'on', respectively.

The **Zdata** button activates the Specify Zdata dialog box, which is used to enter the workspace variable containing the ZData for the selected map layer. Pressing the **List** button produces a list of all current workspace variables, from which the ZData variable can be selected. This entry can also be a scalar.

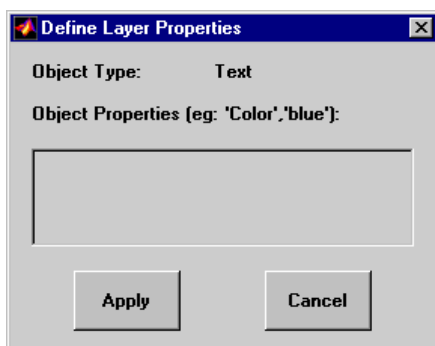


The **Highlight** button is used to toggle the selected map layer between highlighted and normal display.

The **Members** button brings up a list of members of the selected map layer. Members of a layer are defined by their **Tag** property.

The **Delete** button deletes the selected map layer from the map.

The **Property** button activates the Define Layer Properties dialog box, which is used to specify or change properties of all objects in the selected map layer. String entries must be enclosed in single quotes.



The **Purge** button deletes the selected map layer from the `mlayers` tool. Selecting **Yes** from the Confirm Purge dialog box deletes the map layer from both the `mlayers` tool and the map display. Selecting **Data Only** from the Confirm Purge dialog box deletes the map layer from the `mlayers` tool, while retaining the plotted object on the map display.

## See Also

`mobjects` | `rootlayr`

# objects

---

**Purpose** Manipulate object sets displayed on map axes

**Compatibility** objects will be removed in a future release.

## Activation

Command Line	Maptool
objects	Tools > Objects
objects(h)	

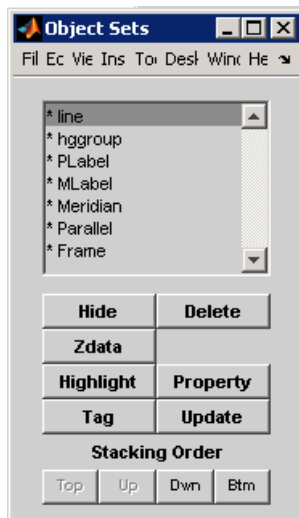
## Description

An object set is defined as all objects with identical tags. If no tags are supplied, object sets are defined by object type.

objects allows manipulation of the object sets on the current map axes.

objects(h) allows manipulation of the objects set on the map axes specified by the handle h.

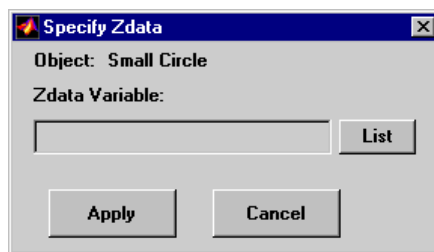
## Controls



The scrollable list box displays all of the object sets associated with the map axes. An asterisk next to an object set name indicates that the object set is currently visible. An h next to an object set name indicates an object set that is plotted, but currently hidden. The order shown in the list indicates the stacking order of objects within the same plane.

The **Hide/Show** button toggles the **Visible** property of the selected object set to 'off' and 'on', respectively, depending on the current **Visible** status.

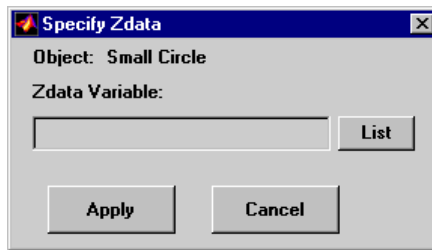
The **Zdata** button activates the Specify Zdata dialog box, which is used to enter the workspace variable containing the ZData. The ZData property is used to specify the plane in which the selected object set is drawn. Pressing the **List** button produces a list of all current workspace variables, from which the ZData variable can be selected. Alternatively, a scalar value can be entered instead of a variable.



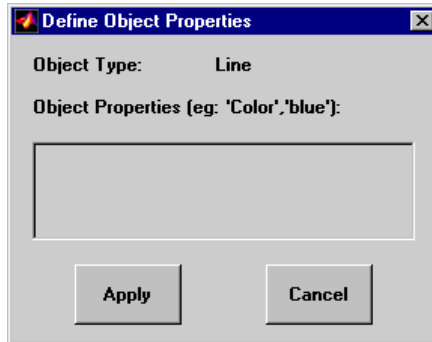
The **Highlight** button highlights all objects belonging to the selected object set.

The **Tag** button brings up an Edit Tag dialog box, which allows the tag of all members of the selected object set to be modified.

The **Delete** button clears all objects belonging to the selected object set from the map. The cleared object set remains associated with the map axes.



The **Property** button activates the Define Object Properties dialog box, which is used to specify additional properties of all objects in the selected object set. String entries must be enclosed in single quotes.



The **Update** button updates the list box display with current objects sets.

The **Stacking Order** buttons are used to modify the drawing order of the selected object set in relation to other plotted object sets in the same plane. Objects drawn first appear at the bottom of the stack, and objects drawn last appear at the top of the stack. The **Top** button places the selected object set above all other object sets in its plane. The **Up** and **Dwn** buttons move the selected object set up and down one place in the stacking order, respectively. The **Btm** button places the selected object set below all other object sets in its plane. Note that the ZData property overrides stacking order, i.e., if an object is at the top of the stacking order for its plane, it can still be covered by an object drawn in a higher plane.

**See Also**     `mlayers`

# originui

---

**Purpose** Interactively modify map origin

## Activation

Command Line	Maptool
originui	Tools > Origin (menu) > Origin(button)
originui on	
originui off	

## Description

originui provides a tool to modify the origin of a displayed map projection. A marker (dot) is displayed where the origin is currently located. This dot can be moved and the map reprojected with the identified point as the new origin.

originui automatically toggles the current axes into a mode where only actions recognized by originui are executed. Upon exit of this mode, all prior ButtonDown functions are restored to the current axes and its children.

originui on activates origin tool. originui off e-activates the tool. originui will toggle between these two states.

## Controls

### Keystrokes

originui recognizes the following keystrokes. **Enter** (or **Return**) will reproject the map with the identified origin and remain in the originui mode. **Delete** and **Escape** will exit the origin mode (same as originui off). **N,S,E,W** keys move the marker North, South, East or West by 10.0 degrees for each keystroke. **n,s,e,w** keys move the marker in the respective directions by 1 degree per keystroke.

### Mouse Actions

originui recognizes the following mouse actions when the cursor is on the origin marker.



- Single-click and hold moves the origin marker. Double-click the marker reprojects the map with the specified map origin and remains in the origin mode (same as `originui Return`).
- Extended-click moves the marker along the Cartesian X or Y direction only (depending on the direction of greatest movement).
- Alternate-click exits the origin tool (same as `originui off`).

#### Macintosh Key Mapping

- Extend-click: **Shift**+click mouse button
- Alternate-click: **Option**+click mouse button

#### Microsoft Windows Key Mapping

- Extend-click: **Shift**+click left button or both buttons
- Alternate-click: **Ctrl**+click left button or right button

#### X-Windows Key Mapping

- Extend-click: **Shift**+click left button or middle button
- Alternate-click: **Ctrl**+click left button or right button

## See Also

`axesm` | `setm`

# panzoom

---

**Purpose** Zoom settings on 2-D map

**Compatibility** `panzoom` will be removed in a future release. Use `zoom` instead.

**Syntax**

```
panzoom
panzoom on
panzoom off
panzoom setlimits
panzoom out
panzoom fullview
```

**Description**

`panzoom` toggles the pan and zoom tool on and off.

`panzoom on` is equivalent to `zoom on`.

`panzoom off` is equivalent to `zoom off`.

`panzoom setlimits` is equivalent to `zoom reset`.

`panzoom out` is equivalent to `zoom out`.

`panzoom fullview` sets the axes limit modes to 'auto' and resets zoom to the resulting limits.

**See Also** `zoom`

**Purpose** Interactively modify map parallels

**Activation**

Command Line	Maptool
parallelui	Tools > Parallels (menu)
parallelui on	
parallelui off	

**Description**

parallelui toggles the parallel tool on and off.

parallelui on activates the parallel tool

parallelui off deactivates the parallel tool

The parallelui GUI provides a tool to modify the standard parallels of a displayed map projection. One or two red lines are displayed where the standard parallels are currently located. The parallel lines can be dragged to new locations, and the map reprojected with the locations of the parallel lines as the new standard parallels.

**Controls**

Mouse Interaction

A single-click-and-drag moves the parallel lines. A double-click on one of the standard parallels reprojects the map using the new parallel locations.

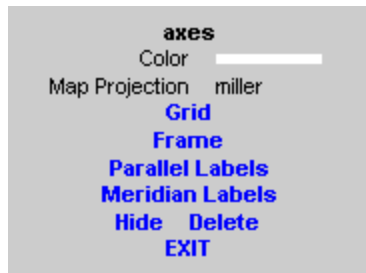
**See Also**

axesm | setm

# property editors

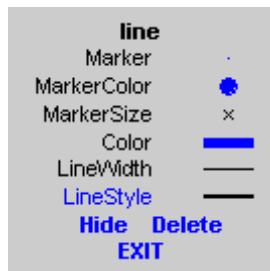
---

<b>Purpose</b>	GUIs to edit properties of mapped objects
<b>Activation</b>	<p>map display: Alternate-click mapped object (for Click-and-Drag Property Editor)</p> <p>In plot edit mode, double-click mapped object (to obtain MATLAB Property Editor; click the <b>More Properties...</b> button to open the Property Inspector)</p> <p>maptool: <b>Tools &gt; Edit Plot</b> menu item (for MATLAB Property Editor)</p>
<b>Description</b>	<p>Alternate (e.g., <b>Ctrl</b>+clicking a mapped object activates a property editor, which allows modification of some basic properties of the object through simple mouse clicks and drags. The objects supported by this editor are map axes, lines, text, patches, and surfaces, and the properties supported for each object type are shown below.</p> <p>In plot edit mode, double-clicking a mapped object activates the MATLAB Property Editor for that object. From the Property Editor you can launch the Property Inspector, a GUI that lists the properties and values of the selected object and allows you to modify them.</p>
<b>Controls</b>	<p><b>Click-and-Drag Property Editor</b></p> <p>The Click-and-Drag editor lists object properties and values. The object tag appears at the top of the editor. Property names and values that appear in blue are toggles. For example, clicking <b>Frame</b> in the axes editor toggles the value of the Frame property between 'on' and 'off'.</p>



## Click-and-Drag Editor for a map axes

Property values that appear on the right side of the editor box are modified by clicking and dragging. For example, to change the MarkerColor property of a line object, click and hold the dot next to **MarkerColor**, and drag the cursor until the dot appears in the desired color.



## Click-and-Drag Editor for a line object

The **Drag** control in the text editor is used to reposition the text string. In drag mode, use the mouse to move the text to a new location, and click to reposition the text. The **Edit** control in the text editor activates a **Text Edit** window, which is used to modify text.

# property editors

---



## Click-and-Drag Editor for a text object

The **Marker** property name in the patch editor is used to toggle the marker on and off. The property value to the right of **Marker** can be modified by clicking and dragging until the desired marker symbol appears.



## Click-and-Drag Editor for a patch object

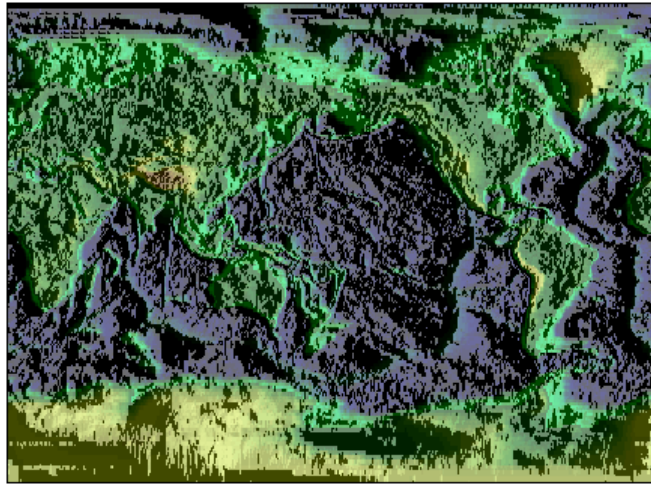
The **Graticule** control on the surface editor activates a Graticule Mesh dialog box, which is used to alter the size of the graticule.

To move the property editor around the figure window, hold down the **Shift** key while dragging the editor box. Alternate-clicking the background of the property editor closes the **Click-and-Drag** editing session.

## Guide Property Editor

The MATLAB Property Inspector (the `inspect` function) allows you to view and modify property values for most properties of the selected

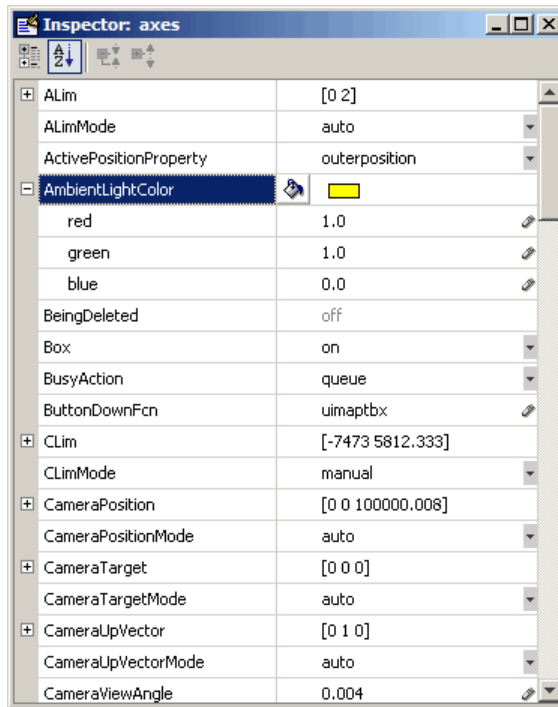
object. Use it to expand and collapse the hierarchy of objects, showing an object's parents and children. A plus sign (+) before a property indicates that it can be expanded to show its components, for example the axes `AmbientLightColor` applied to the surface object displayed below. A minus sign (-) before an object indicates an object can be collapsed to hide its components. To activate the Object Browser, check the **Show Object Browser** check box. The **Property List** shows all the property names of the selected object and their current values. To activate the **Property List**, check the **Show Property List** check box. To change a property value, use the edit boxes above the Property List. Pressing the **Close** button closes the Guide Property Editor and applies the property modifications to the object.



**A lit surface object in a map axes**

# property editors

---



## Property Inspector view of axes object

### See Also

`propedit` | `inspect` | `uimaptbx`



**Purpose** GUI to interactively perform data queries

**Compatibility** qrydata will be removed in a future release.

**Activation**

**Command Line**

```

qrydata(cellarray)
qrydata(titlestr,cellarray)
qrydata(h,cellarray)
qrydata(h,titlestr,cellarray)
qrydata(...,cellarray1,cellarray2,...)

```

**Description**

A data query is used to obtain the data corresponding to a particular (x,y) or (lat,lon) point on a standard or map axes.

qrydata(cellarray) activates a data query dialog box for interactive queries of the data set specified by cellarray (described below).

qrydata can be used on a standard axes or a map axes. (x,y) or (lat,lon) coordinates are entered in the dialog box, and the data corresponding to these coordinates is then displayed.

qrydata(titlestr,cellarray) uses the string titlestr as the title of the query dialog box.

qrydata(h,cellarray) and qrydata(h,titlestr,cellarray) associate the data queries with the axes specified by the handle h, which in turn allows the input coordinates to be specified by clicking the axes.

The input cellarray is used to define the data set and the query. The first cell must contain the string used to label the data display line. The second cell must contain the type of query operation, either a predefined operation or a valid user-defined function name. This input must be a string. The predefined query operations are 'matrix', 'vector', 'mapmatrix', and 'mapvector'.

The 'matrix' query uses the MATLAB `interp2` function to find the value of the matrix `Z` at the input `(x,y)` point.

The format of the `cellarray` input for this query is:

`{'label','matrix',X,Y,Z,method}`. `X` and `Y` are matrices specifying the points at which the data `Z` is given. The rows and columns of `X` and `Y` must be monotonic. `method` is an optional argument that specifies the interpolation method. Possible `method` strings are 'nearest', 'linear', or 'cubic'. The default is 'nearest'.

The 'vector' query uses the `interp2` function to find the value of the matrix `Z` at the input `(x,y)` point, then uses that value as an index to a data vector. The value of the data vector at that index is returned by the query. The format of `cellarray` for this type of query is:

`{'label','vector',X,Y,Z, vector}`. `X` and `Y` are matrices specifying the points at which the data `Z` is given. The rows and columns of `X` and `Y` must be monotonic. `vector` is the data vector.

The 'mapmatrix' query interpolates to find the value of the map at the input `(lat,lon)` point. The format of `cellarray` for this query is: `{'label','mapmatrix',datagrid,refvec,method}`. `datagrid` and `refvec` are the data grid and the corresponding referencing vector. `method` is an optional argument that specifies the interpolation method. Possible `method` strings are 'nearest', 'linear', or 'cubic'. The default is 'nearest'.

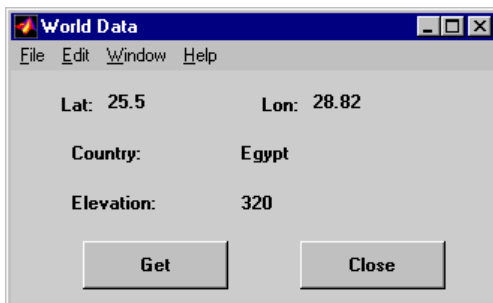
The 'mapvector' query interpolates to find the value of the map at the input `(lat,lon)` point, then uses that value as an index to a data vector. The value of the vector at that index is returned by the query. The format of `cellarray` for this type of query is `{'label','mapvector',datagrid,refvec, vector}`. `datagrid` and `refvec` are the data grid and the corresponding referencing vector. `vector` is the data vector.

User-defined query operations allow for functional operations using the input `(x,y)` or `(lat,lon)` coordinates. The format of `cellarray` for this type of query is `{'label',function,other arguments...}` where the other arguments are the remaining elements of `cellarray` as in the four predefined operations above. `function` is a user-created

function and must refer to a MATLAB function with the signature  $z = \text{fcn}(x,y,\text{other\_arguments} \dots)$ .

`qrydata(...,cellarray1,cellarray2,...)` is used to input multiple cell arrays. This allows more than one data query to be performed on a given point.

## Controls



### Sample data query dialog box

If an axes handle `h` is not provided, or if the axes specified by `h` is not a map axes, the currently selected point is labeled as **Xloc** and **Yloc** at the top of the query dialog box. If `h` is a map axes, the current point is labeled as **Lat** and **Lon**. Displayed below the current point are the results from the queries, each labeled as specified by the 'label' input arguments.

The **Get** button appears if an axes handle `h` is provided. Pressing this button activates a mouse cursor, which is used to select the desired point by clicking the axes. Once a point is selected, the queries are performed and the results are displayed.

The **Process** button appears if the handle `h` is not provided. In this case, the  $(x,y)$  coordinates of the desired point are entered into the edit boxes. Pressing the **Process** button performs the data queries and displays the results.

Pressing the **Close** button closes the query dialog box.

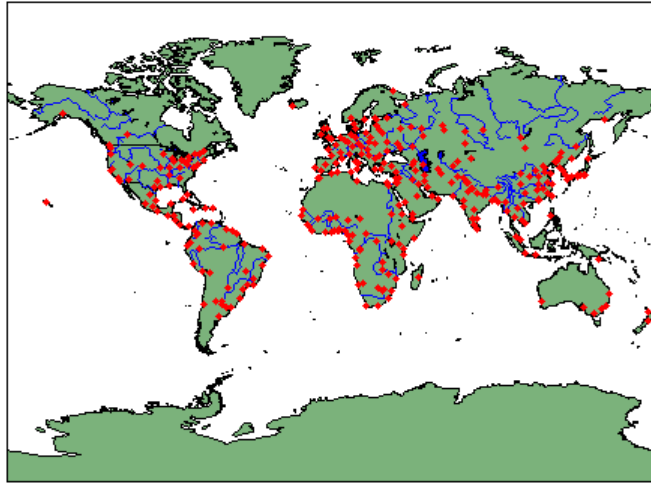
## Examples

This example illustrates use of a user-defined query to display city names for map points specified by a mouse click. The query is evaluated by a user-supplied file called `qrytest.m`, described below:

```
axesm miller
land = shaperead('landareas', 'UseGeoCoords', true);
geoshow(land, 'FaceColor', [0.5 0.7 0.5])
lakes = shaperead('worldlakes', 'UseGeoCoords', true);
geoshow(lakes, 'FaceColor', 'blue')
rivers = shaperead('worldrivers', 'UseGeoCoords', true);
geoshow(rivers, 'Color', 'blue')
cities = shaperead('worldcities', 'UseGeoCoords', true);
geoshow(cities, 'Marker', '.', 'Color', 'red')
tightmap
lat = [cities.Lat]';
lon = [cities.Lon]';
mat = char(cities.Name);
qrydata(gca, 'City Data', {'City', 'qrytest', lat, lon, mat})
```

Create the file `qrytest.m` on your path, and in it put the following code:

```
function cityname = qrytest(lt, lg, lat, lon, mat)
% function QRYTEST returns city name for mouse click
% QRYTEST will find the closest city (min radius) from
% the mouse click, within an angle of 5 degrees.
%
latdiff = lt-lat;
londiff = lg-lon;
rad = sqrt(latdiff.^2+londiff.^2);
[minrad,index] = min(rad);
if minrad > 5
    index = [];
end
switch length(index)
    case 0, cityname = 'No city located near click';
    case 1, cityname = mat(index,:);
end
```



Clicking the mouse over a city marker displays the name of the selected city. Clicking the mouse in an area away from any city markers displays the string 'No city located near click'.

**See Also**

`interp2`

# scirclui

---

**Purpose** GUI to display small circles on map axes

---

**Note** scirclui is obsolete. Use scircleg instead.

---

## Activation

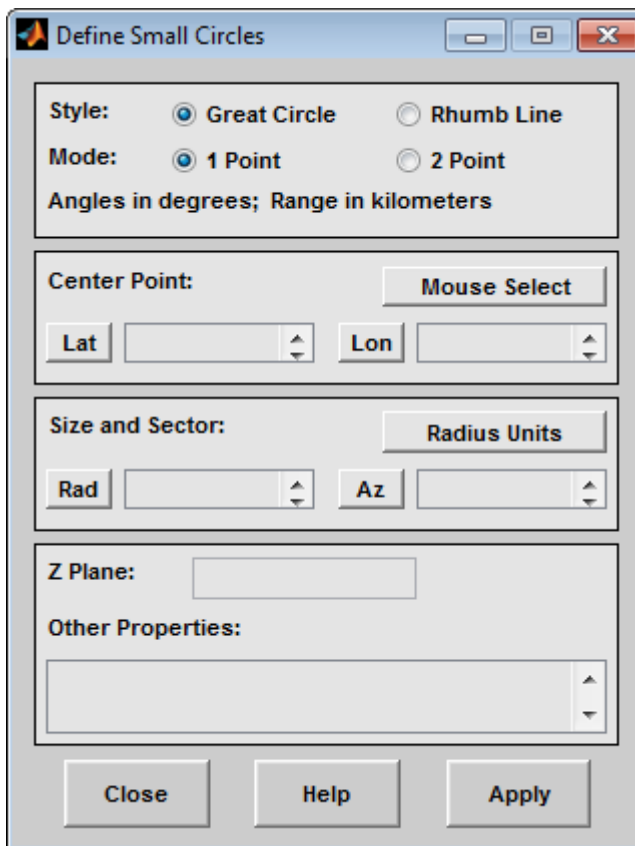
Command Line	Maptool
scirclui	Display mall Circles
scirclui(h)	

## Description

scirclui activates the Define Small Circles dialog box for adding small circles to the current map axes.

scirclui(h) activates the Define Small Circles dialog box for adding small circles to the map axes specified by the axes handle h.

## Controls



### Define Small Circles dialog box for one-point mode

The **Style** selection buttons are used to specify whether the circle radius is a constant great circle distance or a constant rhumb line distance.

The **Mode** selection buttons are used to specify whether one point or two points are to be used in defining the small circle. If one-point mode is selected, a center point, radius, and azimuth are the required inputs. If two-point mode is selected, a center point, and perimeter point on the circle are the required inputs.

The **Center Point** controls are used in both one-point and two-point mode. The **Lat** and **Lon** edit boxes are used to enter the latitude and longitude of the center point of the small circle to be displayed. These values must be in degrees. To display more than one small circle, a vector of values can be entered, enclosed in brackets in each edit box. Pushing the **Lat** or **Lon** button brings up an expanded edit box for easier entry of long vectors. The **Mouse Select** button is used to select a center point by clicking the displayed map. The coordinates of the selected point then appear in the **Lat** and **Lon** edit boxes and can be modified. The coordinates appear in degrees, regardless of the angle units defined for the current map projection.

The **Circle Point** controls are used only in two-point mode. The **Lat** and **Lon** edit boxes are used to enter the latitude and longitude of a point on the perimeter of the small circle to be displayed. These values must be in degrees. To display more than one small circle, a vector of values can be entered, enclosed in brackets in each edit box. Pushing the **Lat** or **Lon** button brings up an expanded edit box for easier entry of long vectors. The **Mouse Select** button is used to select a perimeter point by clicking the displayed map. The coordinates of the selected point then appear in the **Lat** and **Lon** edit boxes and can be modified. The coordinates appear in degrees, regardless of the angle units defined for the current map projection.

The **Size and Sector** controls are used only in one-point mode. The **Radius Units** button brings up a Define Range Units dialog box, which allows for modification of the small circle radius units and the normalizing geoid. The **Rad** edit box is used to enter the radius of the small circle in the proper units. The **Arc** edit box is used to specify the sector azimuth, measured in degrees, clockwise from due north. If the entry is omitted, a complete small circle is drawn. When entering radius and arc data for more than one small circle, vectors of values, enclosed in brackets, are entered in each edit box. Pushing the **Rad** or **Arc** button brings up an expanded edit box for that entry, which is useful for entering long vectors.

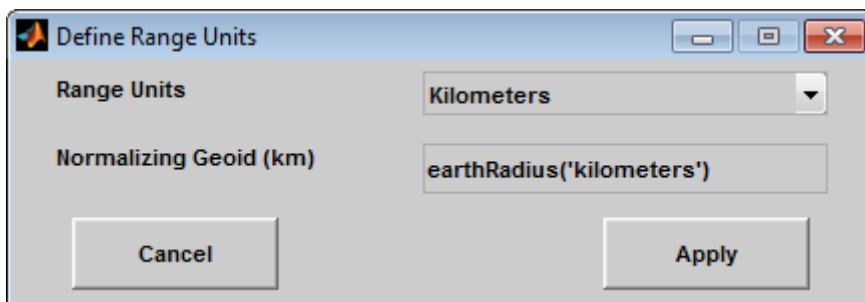
The **Z Plane** edit box is used to enter a scalar value that specifies the plane in which to display the small circles.



The **Other Properties** edit box is used to specify additional properties of the small circles to be projected, such as 'Color', 'b'. String entries must be enclosed in quotes.

Pressing the **Apply** button accepts the input data and displays the small circles on the current map axes.

Pressing the **Cancel** button disregards any input data and closes the Define Small Circles dialog box.



This dialog box, available only in one-point mode, allows for modification of the small circle radius units and the normalizing geoid.

The **Radius Units** pull-down menu is used to select the units of the small circle radius. The unit selected is displayed near the top of the Define Small Circles dialog box, and all latitude and longitude entries must be entered in these units. Users must also be sure to specify the normalizing geoid in the same units. If radians are selected, it is assumed the radius entry is a multiple of the radius used to display the current map, as defined by the map geoid property.

The **Normalizing Geoid** edit box is used to modify the radius used to normalize the small circle radius to a radian value, which is necessary for proper calculations and map display. This entry must be in the same units as the small circle radius. If the small circle radius units are in radians, then the normalizing geoid must be the same as the geoid used for the current map axes.

# scirclui

---

Pressing the **Cancel** button disregards any modifications and closes the Define Radius Units dialog box.

Pressing the **Apply** button accepts any modifications and returns to the Define Small Circles dialog box.

## **See Also**

`scircle1` | `scircle2`

**Purpose** GUI to fill data grids with seeded values

**Compatibility** seedm will be removed in a future release.

### Activation

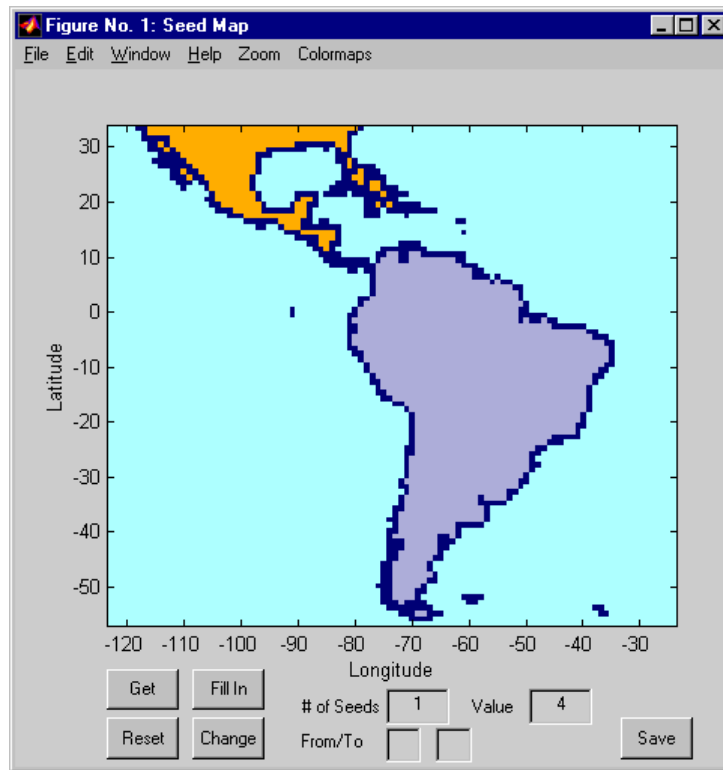
Command Line
<code>seedm(datagrid,refvec)</code>

### Description

Encoding is the process of filling in specific values in regions of a data grid up to specified boundaries, which are indicated by entries of 1 in the variable `map`. Encoding entire regions at one time allows indexed maps to be created quickly.

`seedm(datagrid,refvec)` displays the surface map in a new figure window and allows for seeds to be specified and the encoded map generated. The encoded map can then be saved to the workspace. `map` is the data grid and must consist of positive integer index values. `refvec` is the referencing vector of the surface.

## Controls



The **Zoom On/Off** menu toggles the zoom box on and off. The box can be moved by clicking the new location or by dragging the box to the new location. The box size can be increased or decreased by dragging a corner of the box. Pressing the **Return** key or double-clicking in the center of the box zooms in to the box limits.

The **Colormaps** menu provides a variety of colormap options that can be applied to the map. See `clrmenu` in this guide for a description of the **Colormaps** menu options.

The **Get** button allows mouse selection of points on the map to which seeds are assigned. The number of points to be selected is entered in the **# of Seeds** edit box. The value of the seed is entered in the **Value**

edit box. This seed value is assigned to each point selected with the mouse. The **Get** button is pressed to begin mouse selection. After all the points have been selected, the **Fill In** button is pressed to perform the encoding operation. The region containing the seed point is filled in with the seed value. The **Reset** button is used to disregard all points selected with the mouse before the **Fill In** button is pressed.

Alternatively, specific map values can be globally replaced by using the **From/To** edit boxes. The value to be replaced is entered in the first edit box, and the new value is entered in the second edit box. Pressing the **Change** button replaces all instances of the **From** value to the **To** value in the map.

---

**Note** Values of 1 represent boundaries and should not be changed.

---

The **Save** button is used to save the encoded map to the workspace. A dialog box appears in which the map variable name is entered.

## See Also

`colorm` | `encodem` | `getseeds` | `maptrim`

# showm-ui

---

**Purpose** Show specified mapped objects

**Activation**

Command Line	Maptool
showm	Tools > Show > Object

**Description**

showm brings up a Select Object dialog box for selecting mapped objects to show (Visible property set to 'on').

**Controls**



The scroll box is used to select the desired objects from the list of mapped objects. Pushing the **Select all** button highlights all objects in the scroll box for selection. Pushing the **OK** button changes the Visible property of the selected objects to 'on'. Pushing the **Cancel** button aborts the operation without changing any properties of the selected objects.

**See Also**

showm

**Purpose** Interactive distance, azimuth, and reckoning calculations

**Activation**

Command Line	Maptool
surfdist	Display > Surface > Distances
surfdist(h)	
surfdist([])	

**Description**

surfdist activates the Surface Distance dialog box for the current axes only if the axes has a proper map definition. Otherwise, the Surface Distance dialog box is activated, but is not associated with any axes.

surfdist(h) activates the Surface Distance dialog box for the axes specified by the handle h. The axes must be a map axes.

surfdist([]) activates the Surface Distance dialog box and does not associate it with any axes, regardless of whether the current axes has a valid map definition.

## Controls

Surface Distance

Style:  Great Circle  Rhumb Line

Mode:  1 Point  2 Point

Show Track

Angles in degrees; Range in kilometers

Starting Point:

Lat:  Lon:

Ending Point:

Lat:  Lon:

Direction:

Az:  Rng:

The **Style** selection buttons are used to specify whether a great circle or rhumb line is used to calculate the surface distance. When all other entries are provided, selecting a style updates the surface distance calculation.

The **Mode** selection buttons are used to specify whether one point or two points are to be used in defining the track distance. If one-point mode is selected, a starting point, azimuth, and range are the required inputs, and the ending point is computed. If two-point mode is selected, starting and ending points of the track are required, and the azimuth and distance along this track are then computed.

The **Show Track** check box is used to indicate whether the track is shown on the associated map display. The track is deleted when the Surface Distance dialog box is closed, or when the **Show Track** check box is unchecked and the surface distance calculations are recomputed.



The **Starting Point** controls are used for both one-point and two-point mode. The **Lat** and **Lon** edit boxes are used to enter the latitude and longitude of the starting point of the track. These values must be in degrees. Only one starting point can be entered. The **Mouse Select** button is used to select a starting point by clicking the displayed map. The coordinates of the selected point then appear in the **Lat** and **Lon** edit boxes and can be modified. The coordinates appear in degrees, regardless of the angle units defined for the current map projection.

The **Ending Point** controls are enabled only for two-point mode. The **Lat** and **Lon** edit boxes are used to enter the latitude and longitude of the ending point of the track. These values must be in degrees. Only one ending point can be entered. The **Mouse Select** button is used to select an ending point by clicking the displayed map. The coordinates of the selected point then appear in the **Lat** and **Lon** edit boxes and can be modified. The coordinates appear in degrees, regardless of the angle units defined for the current map projection. During one-point mode, the Ending Point controls are disabled, but the ending point that results from the surface distance calculation is displayed.

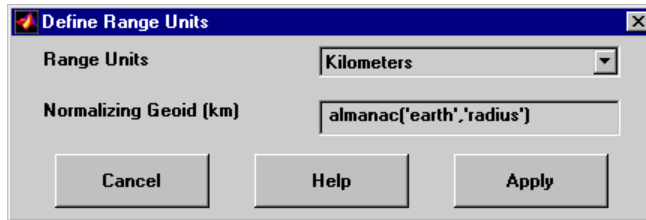
The **Direction** controls are enabled only for one-point mode. The **Range Units** button brings up a Define Range Units dialog box which allows for modification of the range units and the normalizing geoid. The **Az** edit box is used to enter the azimuth, which sets the initial direction of the track from the starting point. Azimuth is measured in degrees clockwise from due north. The **Rng** edit box is used to specify the reckoning range of the track, in the proper units. The azimuth and reckoning range, along with the starting point, are used to compute the ending point of the track in one-point mode. During two-point mode, the **Direction** controls are disabled, but the azimuth and range values resulting from the surface distance calculation are displayed.

Pressing the **Close** button disregards any input data, deletes any surface distance tracks that have been plotted, and closes the Surface Distance dialog box.

Pressing the **Compute** button accepts the input data and computes the specified distances.

## Define Range Units Dialog Box

This dialog box, available only for one-point mode, allows for modification of the range units and the normalizing geoid.



The **Range Units** pull-down menu is used to select the units of the reckoning range. The unit selected is displayed near the top of the Surface Distance dialog box, and all latitude and longitude entries must be entered in these units. Users must also be sure to specify the normalizing geoid in the same units. If radians are selected, it is assumed the range entry is a multiple of the radius of the normalizing geoid. In this case, the normalizing geoid must be the same as the geoid used to display the current map.

The **Normalizing Geoid** edit box is used to modify the radius used to normalize range entries to radian values, which is necessary for proper calculations and map display. This entry must be in the same units as the range units. If the range units are in radians, then the normalizing geoid must be the same as the geoid used for the current map axes.

Pressing the **Cancel** button disregards any modifications and closes the Define Range Units dialog box.

Pressing the **Apply** button accepts any modifications and returns to the Surface Distance dialog box.

**Purpose** GUI to edit tag property of mapped object

**Activation****Command Line**

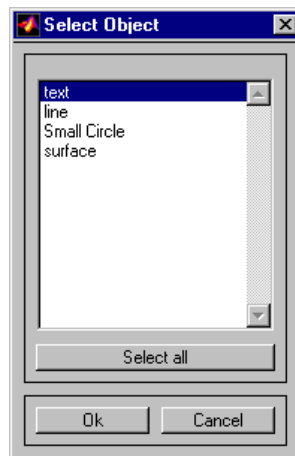
tagm

tagm(h)

**Description**

tagm brings up a Select Object dialog box for selecting mapped objects and changing their Tag property. Upon selecting the objects, the Edit Tag dialog box is activated, in which the new tag is entered.

tagm(h) activates the Edit Tag dialog box for the objects specified by the handle h.

**Controls****Select Object Dialog Box**

The scroll box is used to select the desired objects from the list of mapped objects. Pushing the **Select all** button highlights all objects in the scroll box for selection. Pushing the **Ok** button activates the Edit Tag dialog box. Pushing the **Cancel** button aborts the operation without changing any properties of the selected objects.



## Edit Tag Dialog Box

The new tag string is entered in the edit box. Pressing the **Apply** button changes the Tag property of all selected objects to the new tag string. Pressing the **Cancel** button closes the Edit Tag dialog box without changing the Tag property of the selected objects.

## See Also

tagm

**Purpose** GUI to display great circles and rhumb lines on map axes

---

**Note** trackui is obsolete. Use trackg instead.

---

**Activation**

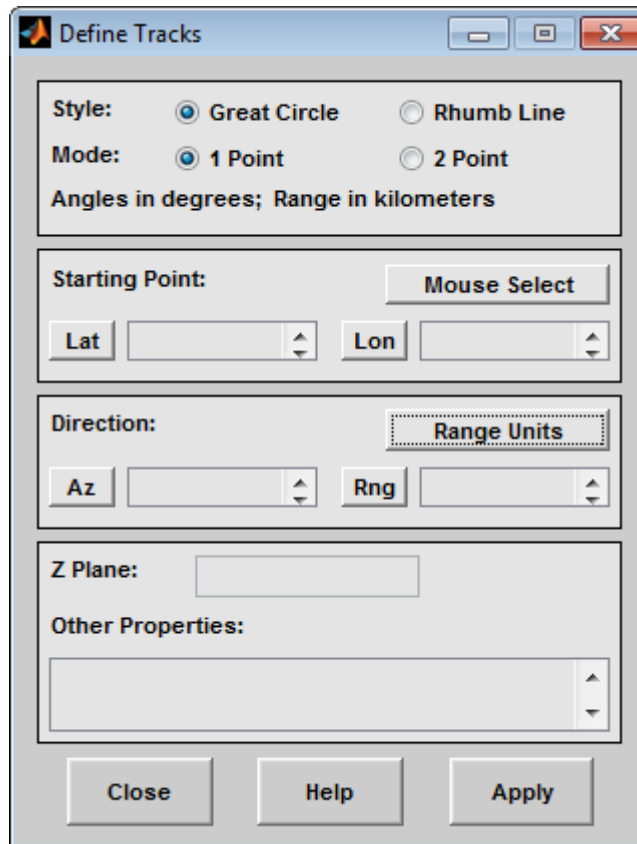
Command Line	Maptool
trackui	Display > Tracks
trackui(h)	

**Description**

trackui activates the Define Tracks dialog box for adding great circle or rhumb line tracks to the current map axes.

trackui(h) activates the Define Tracks dialog box for adding great circle or rhumb line tracks to the map axes specified by the axes handle h.

## Controls



### Define Tracks dialog box for two-point mode

The **Style** selection buttons are used to specify whether a great circle or rhumb line track is displayed.

The **Mode** selection buttons are used to specify whether one point or two points are to be used in defining the track. If one-point mode is selected, a starting point, azimuth, and range are the required inputs. If two-point mode is selected, starting and ending points are required.

The **Starting Point** controls are used for both one-point and two-point mode. The **Lat** and **Lon** edit boxes are used to enter the latitude and

longitude of the starting point of the track to be displayed. These values must be in degrees. To display more than one track, a vector of values can be entered, enclosed in brackets in each edit box. Pushing the **Lat** or **Lon** button brings up an expanded edit box for easier entry of long vectors. The **Mouse Select** button is used to select a starting point by clicking the displayed map. The coordinates of the selected point then appear in the **Lat** and **Lon** edit boxes and can be modified. The coordinates appear in degrees, regardless of the angle units defined for the current map projection.

The **Ending Point** controls are used only for two-point mode. The **Lat** and **Lon** edit boxes are used to enter the latitude and longitude of the ending point of the track to be displayed. These values must be in degrees. To display more than one track, a vector of values can be entered, enclosed in brackets, in each edit box. Pushing the **Lat** or **Lon** button brings up an expanded edit box for easier entry of long vectors. The **Mouse Select** button is used to select an ending point by clicking the displayed map. The coordinates of the selected point then appear in the **Lat** and **Lon** edit boxes and can be modified. The coordinates appear in degrees, regardless of the angle units defined for the current map projection.

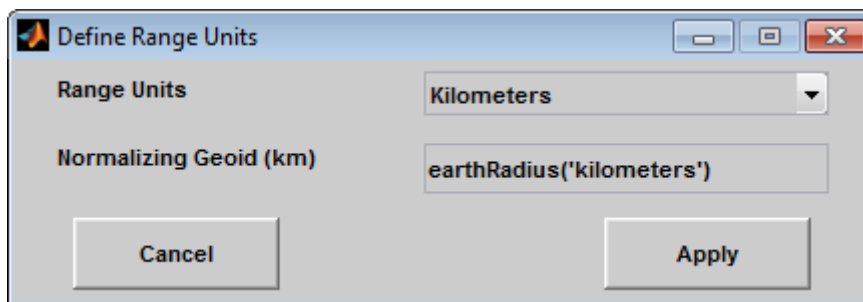
The **Direction** controls are used only for one-point mode. The **Range Units** button brings up a Define Range Units dialog box, which allows for modification of the range units and the normalizing geoid. The **Az** edit box is used to enter the azimuth, which sets the initial direction of the track from the starting point. Azimuth is measured in degrees clockwise from due north. The **Rng** edit box is used to specify the range of the track, in the proper units. If the range entry is omitted, a complete track is drawn. When inputting azimuth and range data for more than one track, vectors of values, enclosed in brackets, are entered in each edit box. Pushing the **Az** or **Rng** button brings up an expanded edit box for that entry, which is useful for entering long vectors.

The **Z Plane** edit box is used to enter a scalar value that specifies the plane in which to display the tracks.

The **Other Properties** edit box is used to specify additional properties of the tracks to be projected, such as 'Color', 'b'. String entries must be enclosed in quotes.

Pressing the **Apply** button accepts the input data and displays the tracks on the current map axes.

Pressing the **Cancel** button disregards any input data and closes the Define Tracks dialog box.



### Define Range Units Dialog Box

This dialog box, available only for one-point mode, allows for modification of the range units and the normalizing geoid.

The **Range Units** pull-down menu is used to select the units of the track range. The unit selected is displayed near the top of the Define Tracks dialog box, and all latitude and longitude entries must be entered in these units. Users must also be sure to specify the normalizing geoid in the same units. If radians are selected, it is assumed the range entry is a multiple of the radius used to display the current map.

The **Normalizing Geoid** edit box is used to modify the radius used to normalize range entries to radian values, which is necessary for proper calculations and map display. This entry must be in the same units as the range units. If the range units are in radians, then the normalizing geoid must be the same as the geoid used for the current map axes.

Pressing the **Cancel** button disregards any modifications and closes the Define Range Units dialog box.



Pressing the **Apply** button accepts any modifications and returns to the Define Tracks dialog box.

**See Also**

[track1](#) | [track2](#)

# uimaptbx

---

**Purpose** Handle buttondown callbacks for mapped objects

**Activation** set the ButtonDownFcn property to 'uimaptbx'

**Description** uimaptbx processes mouse events for mapped objects. uimaptbx can be assigned to an object by setting the ButtonDownFcn to 'uimaptbx'. This is the default setting for all objects created with Mapping Toolbox functions.

If uimaptbx is assigned to an object, the following mouse events are recognized: A single-click and hold on an object displays the object tag. If no tag is assigned, the object type is displayed. A double-click on an object activates the MATLAB Property Editor. An extend-click on an object activates the Projection Control dialog box, which allows the map projection and display properties to be edited. An alternate-click on an object allows basic properties to be edited using simple mouse clicks and drags.

Definitions of extend-click and alternate-click on various platforms are as follows:

For MS-Windows: Extend-click – **Shift**+click left button or both buttons

Alternate-click – **Ctrl**+click left button or right button

For X-Windows: Extend-click – **Shift**+click left button or middle button

Alternate-click – **Ctrl**+ click left button or right button

**See Also** axesm | axesmui | property editors

**Purpose** Choose or identify UTM zone by clicking map

**Activation****Command Line**

```
utmzoneui
```

```
utmzoneui(InitZone)
```

**Description**

zone = utmzoneui will create an interface for choosing a UTM zone on a world display map. It allows for clicking an area for its appropriate zone, or entering a valid zone to identify the zone on the map.

zone = utmzoneui(InitZone) will initialize the displayed zone to the zone string given in InitZone.

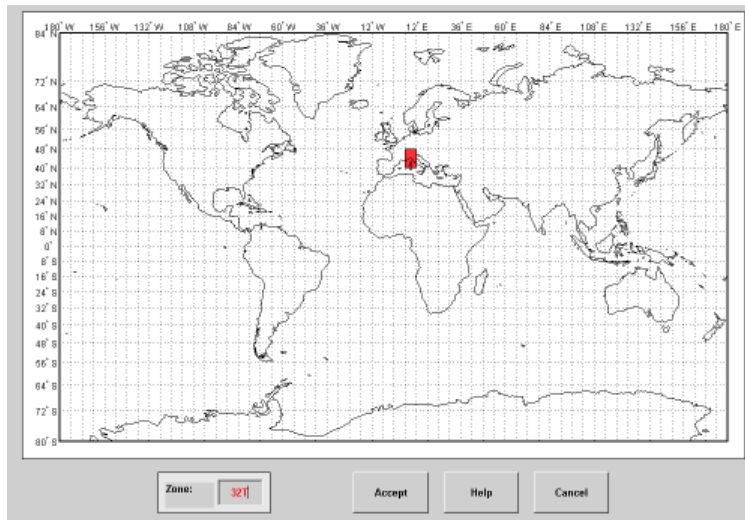
To interactively pick a UTM zone, activate the interface, and then click any rectangular zone on the world map to display its UTM zone. The selected zone is highlighted in red and its designation is displayed in the **Zone** edit field. Alternatively, type a valid UTM designation in the **Zone** edit field to select and see the location of a zone. Valid zone designations consist of an integer from 1 to 60 followed by a letter from C to X.

Typing only the numeric portion of a zone designation will highlight a column of cells. Clicking **Accept** returns a that UTM column designation. You cannot return a letter (row designation) in such a manner, however.

# utmzoneui

---

## Controls



## Tips

The syntax of `utmzoneui` is similar to that of `utmzone`. If `utmzone` is called with no arguments, the `utmzoneui` interface is displayed for you to select a zone. Note that `utmzone` can return latitude-longitude coordinates of a specified zone, but that `utmzoneui` only returns zone names.

## See Also

`ups` | `utm` | `utm` | `utmgeoid` | `utmzone`

**Purpose**

UI for selecting data from Vector Map Level 0

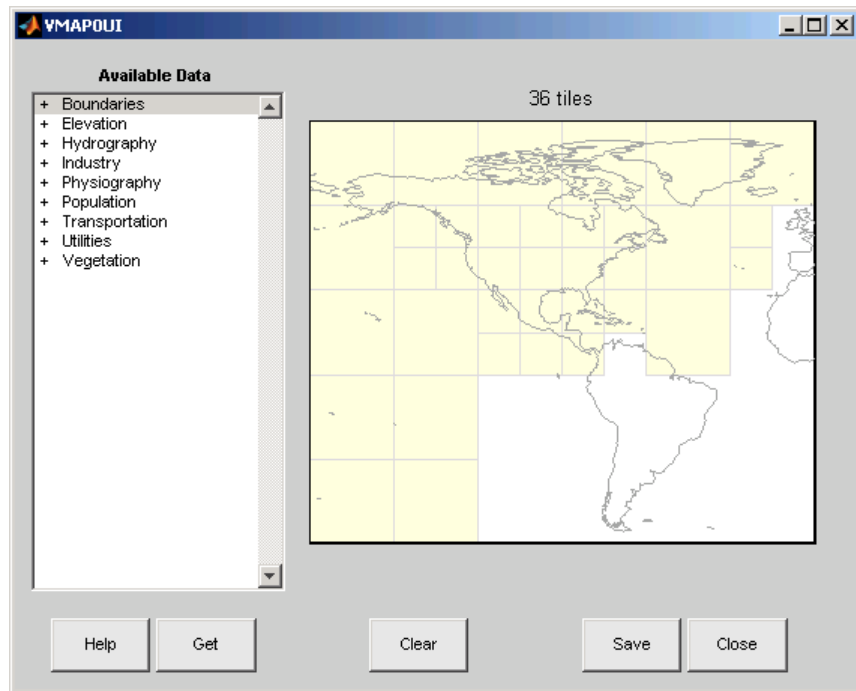
**Description**

`vmap0ui(dirname)` launches a graphical user interface for interactively selecting and importing data from a Vector Map Level 0 (VMAPO) data base. Use the string `dirname` to specify the folder containing the data base. For more on using `vmap0ui`, click the **Help** button after the interface appears.

`vmap0ui(devicename)` or `vmap0ui devicename` uses the logical device (volume) name specified in string `devicename` to locate CD-ROM drive containing the VMAPO CD-ROM. Under the Windows operating system it could be 'F:', 'G:', or some other letter. Under Macintosh OS X it should be '/Volumes/VMAP'. Under other UNIX systems it could be '/cdrom/'.

`vmap0ui` can be used on Windows without any arguments. In this case it attempts to automatically detect a drive containing a VMAPO CD-ROM. If `vmap0ui` fails to locate the CD-ROM device, then specify it explicitly.

## Controls



The vmap0ui screen lets you read data from the Vector Map Level 0 (VMAP0). The VMAP0 is the most detailed world map database available to the public.

You use the list to select the type of data and the map to select the region of interest. When you click the **Get** button, data is extracted and displayed on the map. Use the **Save** button to save the data in a MAT-file or to the base workspace for later display. The **Close** button closes the window.

### The Map

The **Map** controls the geographic extent of the data to be extracted. vmap0ui extracts data for areas currently visible on the map. Use the mouse to zoom in or out to the area of interest. Type `help zoom` for more on zooming.

The VMAP0 divides the world into tiles of about 5-by-5 degrees. When extracting, data is returned for all visible tiles, including those parts of the tile that are outside the current view. The map shows the VMAP0 tiles in light yellow with light gray edges. The data density is high, so extracting data for a large number of tiles can take much time and memory. A count of the number of visible tiles is above the map.

### The List

The **List** controls the type of data to be extracted. The tree structure of the list reflects the structure of the VMAP0 database. Upon starting vmap0ui, the list shows the major categories of VMAP data, called themes. Themes are subdivided into features, which consist of data of common graphic types (patch, line, point, or text) or cultural types (airport, roads, railroads). Double-click a theme to see the associated features. Features can have properties and values, for example, a railroad tracks property, with values single or multiple. Double-click a feature to see the associated properties and values. Double-clicking an open theme or feature closes it. When a theme is selected, vmap0ui gets all the associated features. When a feature is selected, vmap0ui gets all of that feature's data. When properties and values are selected, vmap0ui gets the data for any of the properties and values that match (that is, the union operation).

### The Get Button

The **Get** button reads the currently selected VMAP0 data and displays it on the map. Use the **Cancel** button on the progress bar to interrupt the process. For a quicker response, press the standard interrupt key combination for your platform.

### The Clear Button

The **Clear** button removes any previously read data from the map.

### The Save Button

The **Save** button saves the currently displayed VMAP0 data to a MAT-file or the base workspace. If you choose to save to a file, you are prompted for a filename and location. If you choose to save to the

base workspace, you are notified of the variable names that will be overwritten.

Data are returned as Mapping Toolbox display structures with variable names based on theme and feature names. You can update vector display structures to geographic data structures. For information about display structure format, see “Version 1 Display Structures” on page 1-184 in the reference page for `displaym`. The `updategeostruct` function performs such conversions.

Use `load` and `displaym` to redisplay the data from a file on a map axes. You can also use the `mlayers` GUI to read and display the data from a file. To display the data in the base workspace, use `displaym`. To display all the display structures, use `rootlayr; displaym(ans)`. To display all of the display structures using the `mlayers` GUI, type `rootlayr; mlayers(ans)`.

## The Close Button

The **Close** button closes the `vmap0ui` panel.

## Examples

- 1 Launch `vmap0ui` and automatically detect a CD-ROM on Microsoft Windows:

```
vmap0ui
```

- 2 Launch `vmap0ui` on Macintosh OS X (need to specify volume name):

```
vmap0ui('Volumes/VMAP')
```

## See also

`displaym`, `extractm`, `mlayers`, `vmap0data`



**Purpose** GUI to adjust  $z$ -plane of mapped objects

**Activation****Command Line**

```
zdatam
zdatam(h)
zdatam(str)
```

**Description**

`zdatam` brings up a Select Object dialog box for selecting mapped objects and adjusting their ZData property. Upon selecting the objects, the Specify Zdata dialog box is activated, in which the new ZData variable is entered. Note that not all mapped objects have the ZData property (for example text objects).

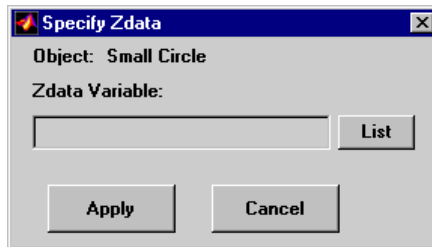
`zdatam(h)` activates the Specify Zdata dialog box for the objects specified by the handle `h`.

`zdatam(str)` activates the Specify Zdata dialog box for the objects identified by `str`, where `str` is any string recognized by `handlem`.

**Controls**

**Select Object Dialog Box**

The scroll box is used to select the desired objects from the list of mapped objects. Pushing the **Select all** button highlights all objects in the scroll box for selection. Pushing the **OK** button activates another Specify Zdata dialog box. Pushing the **Cancel** button aborts the operation without changing any properties of the selected objects.



### Specify ZData Dialog Box

The **Zdata Variable** edit box is used to specify the name of the ZData variable. Pressing the **List** button produces a list of all current workspace variables, from which the ZData variable can be selected. A scalar value or a valid MATLAB expression can also be entered. Pressing the **Apply** button changes the ZData property of all selected objected to the new values. Pressing the **Cancel** button closes the Specify ZData dialog box without changing the ZData property of the selected objects.

### See Also

zdatam