
Subject: Re: MAP_SET and !P.MULTI?

Posted by [Bob Yantosca](#) on Thu, 26 Mar 1998 08:00:00 GMT

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> It is curious and certainly looks like a bug. The problem is
> that !P.Multi[0] is not getting updated properly (among
> several other curiosities). Rather than using the Position keyword,
> I fixed the code by doing this:

```
>  
> !p.multi = [0,2,2]  
> window,0,xsize=800,ysize=800  
> ;      xmin, ymin, xmax, ymax  
> map_set, /continents, title='UL', /noerase  
> !P.Multi[0] = 3  
> map_set, /continents, title='UR', /noerase  
> !P.Multi[0] = 2  
> map_set, /continents, title='  LL', /noerase  
> !P.Multi[0] = 1  
> map_set, /continents, title='      LR', /noerase  
> print,!p.multi  
> end
```

>
> I don't know why the NoErase is still needed, except that
> something else is clearly not working correctly.

> Cheers,

> David

```
> -----  
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>
```

For some reason, MAP_SET has never really advanced correctly
according to !P.MULTI (even in version 3.6 and 4.1).

What I've done to combat against this is the following
set advance keyword = 0 if !P.MULTI(0) = 0
= 1 otherwise

as is illustrated in the test program below:

```
=====
pro testnew
```

; prints 4 maps in the UL, UR, LL, LR positions

!p.multi = [0, 2, 2, 0, 0]

for I = 0, 3 do begin

if (!P.MULTI(0) eq 0) then advance = 0 else advance = 1

map_set, 0, 0, 0, /grid, /cont, advance=advance

endfor

end

=====

Regards,

Bob Y.
