
Subject: Re: MAP_SET and !P.MULTI?

Posted by [davidf](#) on Sun, 22 Mar 1998 08:00:00 GMT

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Jack Saba (jack@magus.stx.com) wrote the other day:

```
> The following code (run with IDL 5.0.2) produces a plot with one image
> in the UL, and three images overplotted in the UR quadrant. Anyone
> understand why MAP_SET does not seem to work in conjunction with
> !P.MULTI?
>
> !p.multi = [0,2,2]
> window,0,xsize=800,ysize=800
> ;      xmin, ymin, xmax, ymax
> map_set, /continents, title='UL', /noerase
> map_set, /continents, title='UR', /noerase
> map_set, /continents, title='  LL', /noerase
> map_set, /continents, title='      LR', /noerase
> print,!p.multi
> end
>
> The code can be made to work of course by using the POSITION keyword
> rather than !P.MULTI, but it seems curious that the code above doesn't
> work.
```

And then I wrote some nonsense like this:

```
> 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).
```

My friend Andrew Cool at the DSTO in Adelaide, Australia points out in the gentlest manner possible that I ought to take my own advice and read the documentation before I jump in with both feet. He suggests that the ADVANCE keyword to MAP_SET might be just what we are looking for. Sure enough, try this:

```
!p.multi = [0,2,2]
window,0,xsize=800,ysize=800
;      xmin, ymin, xmax, ymax
map_set, /continents, title='UL', /advance
map_set, /continents, title='UR', /advance
map_set, /continents, title='  LL', /advance
map_set, /continents, title='      LR', /advance
END
```

But I am still left wondering, why ADVANCE?!

"Thanks, Andrew," he said sheepishly.

David

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