
Subject: Re: MAP_SET and !P.MULTI?

Posted by [davidf](#) on Fri, 20 Mar 1998 08:00:00 GMT

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Jack Saba (jack@magus.stx.com) writes:

```
> 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.
```

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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