
Subject: Re: Map graphics

Posted by [Liam E. Gumley](#) on Wed, 03 May 2000 07:00:00 GMT

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Ben Tupper wrote:

- > I have a widget routine which displays a map (using Map_Set, etc.)
- > with vector overlays. The routine user can call another widget
- > application
- > that displays some direct graphics plots using !P.Multi = [0,2,2].
- > When the user returns to the main routine, plotting the earlier vector
- > overlays on the map shows that the plotting parameters have changed.
- > All of the vectors get squished toward the center of the graphic.
- >
- > Before starting the second routine, I have saved a copy of !P.Multi,
- > !X.S, !Y.S, and !Map. Each of these is restored after the second
- > routine is closed. Short of calling Map_Set again, is there a way I
- > can save the mapping/plotting parameters and restore them later?

Ah the joy of global variables....

One way to handle this problem is to 'refresh' the map projection by calling MAP_SET with the /NOERASE and /NOBORDER keywords to re-create the map projection whenever you select the graphics window which contains the map plot.

If you decide to go the system variable route, I would save !X, !Y, !Z, !P, and !MAP for each graphics window. I use this technique in my IDL frame tools which allow you to create a map projection in one frame, a multiple panel plot in the next frame, and then switch between them with no problems:

<http://cimss.ssec.wisc.edu/~gumley/frame.html>

Cheers,
Liam.
