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Subject: Re: System Variable Behavior Changed in IDL 6.0  
Posted by [David Fanning](#) on Thu, 11 Mar 2004 23:10:47 GMT  
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David Fanning writes:

```
> Here is the same sequence of commands in IDL 6.0. No updating of
> the system variables. :-(
>
> IDL> print, !Version
> { x86 Win32 Windows Microsoft Windows 6.0 Jun 27 2003    32    64}
> IDL> !P.Multi=[0,2,3]
> IDL> plot, findgen(11)
> IDL> print, !X.Window[0], !Y.Window[0], !X.Window[1], !Y.Window[1]
>    0.150000  0.125000  0.950000  0.950000
> IDL> plot, findgen(11)
> IDL> print, !X.Window[0], !Y.Window[0], !X.Window[1], !Y.Window[1]
>    0.150000  0.125000  0.950000  0.950000
```

Ok, this turns out to be my fault, sorta. :-)

This kind of problem happens when you have !P.Position set to some value:

```
!P.Position = [0.15, 0.125, 0.95, 0.95]
```

If this is the case, !P.MULTI gets confused, etc., etc. I happen to know this.

In my case, I inherited some code that sets !P.Position, and all I am trying to do it set is back to its \*default\* value. But, alas, there is no way, as far as I know, to set !P.Position to its default value!!

Let's start at the beginning. What \*is\* its default value? We start a fresh IDL session to find out:

```
IDL> Help, !P.Position
<Expression>  FLOAT  = Array[4]
IDL> Print, !P.Position
    0.000000  0.000000  0.000000  0.000000
```

Ok, so now we change it to something:

```
IDL> !P.Position = [0.15, 0.125, 0.95, 0.95]
```

And we are done with it, so we change it back:

```
IDL> !P.Position = FltArr(4)
```

All well and good, until we go to plot something:

```
IDL> Plot, findgen(11)
```

Oh, oh! :-(

IDL is apparently going to make me set it to \*something\* to get my plots to look right again, but if I do, all my !P.MULTI plots are shot to hell.

Anybody have any bright ideas?

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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