
Subject: Re: !p.multi[0] = ? What's the first element of !p.multi ?
Posted by [David Fanning](#) on Sun, 04 Mar 2007 00:09:21 GMT
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R.G. Stockwell writes:

```
>> I've been trying to look for the purpose of the first element of !  
>> p.multi ... can somebody help?  
>>  
>> I know that the  
>> !p.multi[1] is for no. of column  
>> !p.multi[2] is for no. of row  
>> !p.multi[3] is for ..... what?  
>> !p.multi[4] is for direction (either column-major or row-major)  
>>  
>> So .. !p.multi[0] = ?  
>>  
>  
> It is the current plot window, starting from the end.  
> Except for the value 0, which is the first plot window.
```

Humm. "Starting from the end"! Never thought of it that way. :-)

I think of it as the number of plots still to be plotted in the current "cycle" of plots, before a plot erases the window and the cycle starts over. Normally, we start with this value set to 0, so that the "cycle" starts with erasing the window, but this is not necessary, and you can start with any number you like, as long as you understand that only when the value of !P.MULTI[0] is 0 is the window erased before the next plot is drawn.

```
!p.multi[0] is the number of plots remaining in a "cycle"  
!p.multi[1] is for no. of column  
!p.multi[2] is for no. of row  
!p.multi[3] is for no. of plots in the Z dim. (must have 3D coords)  
!p.multi[4] is for direction (either column-major or row-major)
```

You can set the value of !P.MULTI[0] while drawing plots if, for example, you wanted to skip a plot in the plot cycle.

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
