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Subject: Re: oplot

Posted by [Gray](#) on Tue, 09 Feb 2010 05:37:27 GMT

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On Jan 28, 6:22 pm, Paul van Delst <paul.vande...@noaa.gov> wrote:

> bing999 wrote:

>> It does not work... It still oplots everything on the last plot...

>> I must keep only the "x1save = !x y1save = !y " after the "plot" and

>> the "!x = x1save !y = y1save" before the "oplot", thats it?

>

>> Are the " ; Master save

>> xsave = !x

>> ysave = !y"

>> and " ; Master restore

>> !x = xsave

>> !y = ysave "

>

>> lines respectively at the beginning and the end of the script are

>> useful? Should I add them?

>

> No. You can't do what you originally asked for when the output is PS. In the context of

> IDL, there is no way to overplot on a previous page in a PS file. With direct graphics

> it's obviously easy (via WSET), but there is no PS equivalent (that I'm aware of).

>

> It might be possible to do what you want in PostScript itself (via some arcane PS command).

>

> The easiest solution would be to restructure your code to output each plot to a different

> PS file.

>

> cheers,

>

> paulv

>

>> Thank you for your help!

>

>>> Hi, thanks for your answers. I should have mentionned that i want to

>>> save the plots as .ps then i use :

>

>>> set\_plot, 'ps'

>>> device, filename='myplots.ps',/color,bits\_per\_pixel=8

>>> .....

>>> device, /close

>

>>> and what you proposed seems not to work with such environment.

>>> Is it possible to arrange that?

>>> Thanks!

>

>>>> mgalloy wrote:

```

>>>> > I think you want something like:
>>>> > if (i eq 0) then begin
>>>> >   window, /free
>>>> >   win1 = !d.window
>>>> >   plot, x1, y1
>>>> >   window, /free
>>>> >   win2 = !d.window
>>>> >   plot, w1, z1
>>>> >   ...
>>>> > endif else begin
>>>> >   wset, win1
>>>> >   oplot, x2, y2
>>>> >   wset, win2
>>>> >   plot, w2, z2
>>>> >   ...
>>>> > endelse
>>>> And you might want to save the !X and !Y sysvars after each PLOT and then restore then
>>>> before each OPLLOT for each of the two plots, e.g.
>>>> ; Master save
>>>> xsave = !x
>>>> ysave = !y
>>>> if (i eq 0) then begin
>>>>   window, /free
>>>>   win1 = !d.window
>>>>   plot, x1, y1
>>>>   x1save = !x
>>>>   y1save = !y
>>>>   window, /free
>>>>   win2 = !d.window
>>>>   plot, w1, z1
>>>>   x2save = !x
>>>>   y2save = !y
>>>>   ...
>>>> endif else begin
>>>>   wset, win1
>>>>   !x = x1save
>>>>   !y = y1save
>>>>   oplot, x2, y2
>>>>   wset, win2
>>>>   !x = x2save
>>>>   !y = y2save
>>>>   oplot, w2, z2
>>>>   ...
>>>> endelse
>>>> ; Master restore
>>>> !x = xsave
>>>> !y = ysave
>>>> Probably overkill, but still...

```

```
>>>> cheers,  
>>>> paulv  
>
```

Can you use multiple windows in the z-buffer? If so, you could make all your plots using the win and wset, then read the images and dump them to a postscript. You would probably have resolution issues, though, even if it worked.

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