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Subject: Re: Multiple cgMap Plots in a cgWindow  
Posted by [David Fanning](#) on Mon, 11 Mar 2013 17:39:03 GMT  
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Sean Elvidge writes:

> I was wondering if anyone could correct what I am doing wrong here. I am trying to plot multiple maps on a single plot. Usually (in an 'ordinary' IDL window) the following works (as a simple example):

```
>  
> !P.Multi=[0,2,1]  
> Map_Set,/Mercator,/Continents,/Advance  
> Map_Set,/Mercator,/Continents,/Advance
```

> So now I would like to replicate the above, in a cgWindow. This is what I've tried:

```
>  
> cgWindow,WMulti=[0,2,1]  
> cgMap_Set,/Mercator,/Continents,/Advance,/AddCmd  
> cgMap_Set,/Mercator,/Continents,/Advance,/AddCmd
```

> But this does not work, and instead just plots a full sized map.

> Any ideas?

You are not doing anything wrong. You are just not doing what I do. ;-)

There is a bug in your version of cgMap\_Set. I simply forgot to check the status of !P.Multi before I plunged in to set a Position for the map projection. You can find an updated version here:

[http://www.idlcoyote.com/programs/cgmap\\_set.pro](http://www.idlcoyote.com/programs/cgmap_set.pro)

That said, using !P.Multi with Map\_Set and Advance is a little problematic, because Map\_Set has apparently been hardwired pretty well to prefer black backgrounds and it will use a black background even when you might prefer something else!

If a black background is what you want, you should use cgMap\_Set like this:

```
cgWindow,WMulti=[0,2,1]  
cgControl, Execute=0  
cgMap_Set,/Mercator,/Continents,/Advance,/AddCmd,Color='whit e'  
cgMap_Set,/Mercator,/Continents,/Advance,/AddCmd  
cgControl, Execute=1
```

If you prefer white backgrounds, as I do, you should use cgMap\_Set like

this:

```
cgWindow,WMulti=[0,2,1]
cgControl, Execute=0
cgMap_Set,/Mercator,/Continents,/AddCmd
cgMap_Set,/Mercator,/Continents,/AddCmd, /NoErase
cgControl, Execute=1
```

Cheers,

David

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

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

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