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Subject: Re: Advancing !p.multi after drawing a map  
Posted by [Phillip Bitzer](#) on Thu, 25 Apr 2013 19:43:18 GMT  
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Check out:

[http://www.idlcoyote.com/tips/map\\_pmulti.html](http://www.idlcoyote.com/tips/map_pmulti.html)

Basically, setting the ADVANCE keyword should do the trick.

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