
Subject: Re: Maps, overlaying, and !Pmulti (again)
Posted by [David Fanning](#) on Tue, 30 Apr 2013 13:41:19 GMT
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AMS writes:

> Basically, I am writing a routine to map orbits of satellite data. I want to set it up so, if you want to overlay data from multiple satellites (with e.g. different spatial resolutions and swath positions) onto one image, you can call the routine twice and have the second orbit overlay the first. So in calling the plotting routine twice, map_set will inherently be called twice (although you'd pass the same map projection info).

>

> Is there some better way to approach it? Hmmm. Perhaps I should instead write it so you're overplotting, it omits the second call to map_set?

Well, frankly, I think it is the "plotting" that is advancing !P.Multi, not the MAP_SET. So, yes, I think overplotting with a routine that doesn't "erase" the window would be a better idea. If you want to overplot "after the fact", then you can just save the normal system variables that get set by a plot operation (or, in your case, by MAP_SET) and restore them when you want to overplot.

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.")
