
Subject: Re: Maps, overlaying, and !Pmulti (again)
Posted by [David Fanning](#) on Tue, 30 Apr 2013 13:26:41 GMT
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AMS writes:

> The situation is, I want to overlay two images (e.g. two separate satellite orbits) on one map projection, through sequential calls to map_set.
>
> If !p.multi=0, this seems to work fine:
>
> map_set
> (plot first orbit)
> map_set,/noerase
> (plot second orbit)

I'm not sure I understand what you are doing. You have two *different* map projections that you want to display in the same location in a graphics window? Why are you using two Map_Set commands?

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.")
