Subject: Re: xyouts and !p.multi , help!?!?
Posted by David Fanning on Mon, 17 Jun 2013 14:45:50 GMT

anil writes:

> David, Thank you for your quick reply. I also tried /normal , but that does not work either. I could not understand why? can it be the set_viewport?

Set_Viewport!? Yes, that could screw things up pretty good. But, you
should see something when you use normalized coordinates. Try writing
the text in a red color. Maybe you are drawing white on white. That's
hard to see. ;-)

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.")