
Subject: Re: strange !P.multi[0] behavior??

Posted by [David Fanning](#) on Thu, 07 Nov 2013 23:36:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

M Q writes:

> I created a structure, !pmap, that stores the !p, !x, !y, !z, and !map variables so that I could make some plots in one window, then open another window and make plots, and then go back to the first window to make more plots, starting where I left off. As I recall, it worked well.
>
> However, it doesn't work now, which means either my memory is faulty or else I made some changes that I don't recall. I've included the relevant code below.
>
> The point is that even though the program sub_pmap recalls the correct !p structure, that doesn't seem to affect the placement of plots. This is clear when you run the program.
>
> I'm at a loss as to what might be going on here. This is a capability which I found quite useful in the past and which I find that I need again in a big way.

You can't set both !P.Multi and !P.Position without getting the total chaos you are experiencing. :-)

Comment this line out in Sub_PMap and things will work better for you:

```
; !pmap[k].p.position = [!x.window[0], !y.window[0], $  
    !x.window[1], !y.window[1] ]
```

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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