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Subject: keyword inheritance in object graphics

Posted by [dg86](#) on Wed, 02 Sep 2015 14:58:30 GMT

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Dear Folks,

I'm trying to write a wrapper routine that creates an object plot, overlays some arrows on the plot, and then returns the plot object. I'd like to use keyword inheritance to provide options for both `plot()` and `arrow()` within my routine. The idea is something like

```
function arrowplot, x, y, _extra=extra
  pl = plot(x, y, _extra = extra)
  ndx = [0, 1]
  ar = arrow(x[ndx], y[ndx], _extra=extra)
  return, pl
end
```

I assumed that the `plot(...)` and `arrow(...)` functions would each use the keywords they understand and ignore the rest. Instead, the `arrow(...)` function throws an error whenever it encounters an unfamiliar keyword in the extra structure.

Is this correct behavior, or is it a bug? I've tested this in IDL 8.4.

Many thanks,

David

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