Subject: Map graphics

Posted by Ben Tupper on Wed, 03 May 2000 07:00:00 GMT

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Hello,

I have a widget routine which displays a map (using Map_Set, etc.) with vector overlays. The routine user can call another widget application

that displays some direct graphics plots using !P.Multi = [0,2,2]. When the user returns to the main routine, plotting the earlier vector overlays on the map shows that the plotting parameters have changed. All of the vectors get squished toward the center of the graphic.

Before starting the second routine, I have saved a copy of !P.Multi, !X.S, !Y.S, and !Map. Each of these is restored after the second routine is closed. Short of calling Map_Set again, is there a way I can save the mapping/plotting parameters and restore them later?

Thanks!

Ben

--

Ben Tupper

Bigelow Laboratory for Ocean Science tupper@seadas.bigelow.org

pemaguidriver@tidewater.net

Subject: Re: Map graphics

Posted by Ben Tupper on Wed, 03 May 2000 07:00:00 GMT

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"Liam E.Gumley" wrote:

- > Ah the joy of global variables....
- > One way to handle this problem is to 'refresh' the map projection by
- > calling MAP_SET with the /NOERASE and /NOBORDER keywords to re-create
- > the map projection whenever you select the graphics window which
- > contains the map plot.
- >

>

- > If you decide to go the system variable route, I would save !X, !Y, !Z,
- > !P, and !MAP for each graphics window. I use this technique in my IDL

- > frame tools which allow you to create a map projection in one frame, a
- > multiple panel plot in the next frame, and then switch between them with
- > no problems:
- > http://cimss.ssec.wisc.edu/~gumley/frame.html

> >

Thanks!

--

Ben Tupper

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pemaquidriver@tidewater.net

Subject: Re: Map graphics

Posted by Liam E. Gumley on Wed, 03 May 2000 07:00:00 GMT

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Ben Tupper wrote:

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- > with vector overlays. The routine user can call another widget
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- > !X.S, !Y.S, and !Map. Each of these is restored after the second
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- > can save the mapping/plotting parameters and restore them later?

Ah the joy of global variables....

One way to handle this problem is to 'refresh' the map projection by calling MAP_SET with the /NOERASE and /NOBORDER keywords to re-create the map projection whenever you select the graphics window which contains the map plot.

If you decide to go the system variable route, I would save !X, !Y, !Z, !P, and !MAP for each graphics window. I use this technique in my IDL frame tools which allow you to create a map projection in one frame, a multiple panel plot in the next frame, and then switch between them with

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Cheers, Liam.