
Subject: Re: Multiple cgMap Plots in a cgWindow
Posted by [David Fanning](#) on Mon, 11 Mar 2013 17:39:03 GMT
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Sean Elvidge writes:

> I was wondering if anyone could correct what I am doing wrong here. I am trying to plot multiple maps on a single plot. Usually (in an 'ordinary' IDL window) the following works (as a simple example):

```
>  
> !P.Multi=[0,2,1]  
> Map_Set,/Mercator,/Continents,/Advance  
> Map_Set,/Mercator,/Continents,/Advance
```

> So now I would like to replicate the above, in a cgWindow. This is what I've tried:

```
>  
> cgWindow,WMulti=[0,2,1]  
> cgMap_Set,/Mercator,/Continents,/Advance,/AddCmd  
> cgMap_Set,/Mercator,/Continents,/Advance,/AddCmd
```

> But this does not work, and instead just plots a full sized map.

> Any ideas?

You are not doing anything wrong. You are just not doing what I do. ;-)

There is a bug in your version of cgMap_Set. I simply forgot to check the status of !P.Multi before I plunged in to set a Position for the map projection. You can find an updated version here:

http://www.idlcoyote.com/programs/cgmap_set.pro

That said, using !P.Multi with Map_Set and Advance is a little problematic, because Map_Set has apparently been hardwired pretty well to prefer black backgrounds and it will use a black background even when you might prefer something else!

If a black background is what you want, you should use cgMap_Set like this:

```
cgWindow,WMulti=[0,2,1]  
cgControl, Execute=0  
cgMap_Set,/Mercator,/Continents,/Advance,/AddCmd,Color='white'  
cgMap_Set,/Mercator,/Continents,/Advance,/AddCmd  
cgControl, Execute=1
```

If you prefer white backgrounds, as I do, you should use cgMap_Set like

this:

```
cgWindow,WMulti=[0,2,1]
cgControl, Execute=0
cgMap_Set,/Mercator,/Continents,/AddCmd
cgMap_Set,/Mercator,/Continents,/AddCmd, /NoErase
cgControl, Execute=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.")

Subject: Re: Multiple cgMap Plots in a cgWindow
Posted by [David Fanning](#) on Mon, 11 Mar 2013 17:53:29 GMT
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David Fanning writes:

> You are not doing anything wrong. You are just not doing what I do. ;-)

I meant to elaborate on this a little bit. I find I'm not using !P.Multi much anymore. I tend to use cgLayout because it gives me a great deal more control over the locations of the multi-plots, the gap spacing, the outside spacing, etc. It is just a lot more powerful and easy to use. Plus, it makes it easy to include things like color bars and other annotations with contour and image plots. This is generally hard to do with !P.Multi.

You will see me using this a lot in the example plots in the Coyote Plot Gallery:

<http://www.idlcoyote.com/gallery/index.html>

Cheers,

David

--

David Fanning, Ph.D.

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