
Subject: Re: Advancing !p.multi after drawing a map
Posted by [Phillip Bitzer](#) on Thu, 25 Apr 2013 19:43:18 GMT
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Check out:

http://www.idlcoyote.com/tips/map_pmulti.html

Basically, setting the ADVANCE keyword should do the trick.

Subject: Re: Advancing !p.multi after drawing a map
Posted by [Andy Sayer](#) on Thu, 25 Apr 2013 20:18:09 GMT
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Thanks! I did do a Google search (and a search for !p.multi on David's site), but guess I didn't hit the right combination of keywords (plus my IDL help is broken).

Andy

On Thursday, April 25, 2013 3:43:18 PM UTC-4, Phillip Bitzer wrote:

> Check out:

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> http://www.idlcoyote.com/tips/map_pmulti.html

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> Basically, setting the ADVANCE keyword should do the trick.
