Hi,
I'm trying to plot 4 map projections on a single page, with a common colorbar just below them.
After this, I want to manually write some text on the page. I could not write anything anywhere on
the page , no matter what i tried with XYOUTS. Plots work just fine but i can't write any text?!?
Here is what i'm doing:

```
set_plot, 'ps'
device,/inches,/color
device, filename = '1.eps'
!p.multi=[0,2,2,0,0]
for k=0,numfiles-1 do begin
clevels=findgen(201)*(61./201.)-30
  Map_Set, Limit=[40 ,27,48, 42],/advance,xmargin=[3,2],ymargin=[5,1]
Map_grid,/GRID, /labels, lats=[38,39,40,41,42,43,44,45,46,47,48],$
  lons=[26,28,30,32,34,36,38,40,42],latnames=['','39','','41', '','43','','45','','47'],$
 lonnames=['26','28','30','32','34','36','38','40','42'],/box _axes,charsize=0.5
Map_continents,/hires,/coasts,/rivers,/advance,/noerase
loadct,40,ncolors=202
 contour,ssh(k,*,*),lon(k,*,*),lat(k,*,*),c_colors=indgen(201 )+1,$
Levels=clevels,/CELL_FILL,/Overplot;,/noerase
endfor
!p.multi=[0,1,1,0,0]
loadct,40,ncolors=202
;here comes the colorbar
b=clevels;findgen(201)*(q/200.)+y
r=size(b)
aa = dblarr(r(1),2)
aa = [[b], [b]]
cc = dblarr(1, 2)
cc = [0, 1]
cc=transpose(cc)
set_viewport, 0.1,0.9,0.05,0.09

contour,aa, b ,cc,/cell_fill, levels = b, /noer,$
ytickinterval = 1, ycharsize = 1, ys =4,xs = 1,charthick=1,charsize=1.0 ,$
c_colors=indgen(200)+1

;here is what i can't figure out:
xyouts..... ??!?!
close,/all
end
```

Why can't i just write with xyouts,0.5,0.5,'text' ?
Is it because of !p.multi? I also set !p.multi=0 before xyouts ,that does not work either? Please

help.
Thanks,
anil

Subject: Re: xyouts and !p.multi , help!?!?
Posted by David Fanning on Mon, 17 Jun 2013 14:24:17 GMT

anil writes:

> Why can't i just write with xyouts,0.5,0.5,'text' ?
> Is it because of !p.multi? I also set !p.multi=0 before xyouts ,that does not work either?

Add a NORMAL keyword to this command. :-)

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: xyouts and !p.multi , help!?!?
Posted by anil on Mon, 17 Jun 2013 14:30:30 GMT

On Monday, June 17, 2013 5:24:17 PM UTC+3, David Fanning wrote:
> anil writes:
>
>
>
>> Why can't i just write with xyouts,0.5,0.5,'text' ?
>
>> Is it because of !p.multi? I also set !p.multi=0 before xyouts ,that does not work either?
>
>
>
> Add a NORMAL keyword to this command. :-)
>
>

>
> Cheers,
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>
> David
>
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> --
>
> 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.")

David, Thank you for your quick reply. I also tried /normal , but that does not work either. I could not understand why? can it be the set_viewport?

Subject: Re: xyouts and !p.multi , help!?!?
Posted by David Fanning on Mon, 17 Jun 2013 14:45:50 GMT
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anil writes:

> David, Thank you for your quick reply. I also tried /normal , but that does not work either. I could not understand why? can it be the set_viewport?

Set_Viewport!? Yes, that could screw things up pretty good. But, you should see something when you use normalized coordinates. Try writing the text in a red color. Maybe you are drawing white on white. That's hard to see. ;-)

Cheers,

David

--

David Fanning, Ph.D.
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