

---

Subject: !p.multi , colorbar&set\_viewport ?

Posted by [anil](#) on Wed, 20 Nov 2013 10:16:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello,

I'm trying to plot many figures with multi-plots in each of them.

I use !p.multi. The problem is I plot my colorbar using set\_viewport,as below:

```
b=clevels
r=size(b)
aa = dblarr(r(1),2)
aa = [[b], [b]]
cc = dblarr(1, 2)
cc = [0, 1]
cc=transpose(cc)
set_viewport, 0.05,0.55,0.55,0.57
```

```
contour,aa, b ,cc,/cell_fill, levels = b, /noer,$
ytickinterval = 1, ycharsize = 1, ys =4,xs = 1,charthick=1,charsize=0.4 ,$
c_colors=indgen(269)+1,/overplot
```

My code works fine until this point. I plot map projections with contour on top of them. Then I want to add my colorbar beneath this figure but what happens is starting from the 2nd file, it only plots the frame (from set\_viewport command) and plots everythin else inside this frame. How can I fix this? I use /advance and /noerase keywords in the map projection and contour routines but it gets stuck in this viewport. When i just do set\_viewport,device. I can see the map projection and contour on top of it. So I am sure it is plotting, just not where i want it. Any help is appreciated

Cheers,

Anil

---

---

Subject: Re: !p.multi , colorbar&set\_viewport ?

Posted by [David Fanning](#) on Wed, 20 Nov 2013 13:33:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

anil writes:

```
> I'm trying to plot many figures with multi-plots in each of them.
> I use !p.multi. The problem is I plot my colorbar using set_viewport,as below:
>
> b=clevels
> r=size(b)
> aa = dblarr(r(1),2)
> aa = [[b], [b]]
> cc = dblarr(1, 2)
> cc = [0, 1]
> cc=transpose(cc)
> set_viewport, 0.05,0.55,0.55,0.57
```

```
>  
> contour,aa, b ,cc,/cell_fill, levels = b, /noer,$  
> ytickinterval = 1, ycharsize = 1, ys =4,xs = 1,charthick=1,charsize=0.4 ,$  
> c_colors=indgen(269)+1,/overplot  
>  
> My code works fine until this point. I plot map projections with contour on top of them. Then I  
want to add my colorbar beneath this figure but what happens is starting from the 2nd file, it only  
plots the frame (from set_viewport command) and plots everythin else inside this frame. How can  
I fix this? I use /advance and /noerase keywords in the map projection and contour routines but it  
gets stuck in this viewport. When i just do set_viewport,device. I can see the map  
projection and contour on top of it. So I am sure it is plotting, just not where i want it. Any help is  
appreciated  
>
```

Hard to know what "Set\_Viewport" command you are using, but the one I found on my machine (in the "obsolete" directory, unfortunately) simply sets the !P.Position system variable. If you try to set both the position \*and\* use !P.Multi, chaos always ensues.

I think I would have a look at the Coyote Plot Gallery for an example of how to do multiple contour plots on map projections. Adding a color bar to each of the plots in the Small Contour Multiples plot is trivial. The example uses cgLayout (rather than !P.Multi) so that you can adjust the "gap" between plots to give yourself some room for adding the color bar.

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

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: !p.multi , colorbar&set\_viewport ?  
Posted by [anil](#) on Fri, 22 Nov 2013 08:47:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Wednesday, November 20, 2013 3:33:13 PM UTC+2, David Fanning wrote:

```
> anil writes:  
>  
>  
>  
>> I'm trying to plot many figures with multi-plots in each of them.  
>
```

```

>> I use !p.multi. The problem is I plot my colorbar using set_viewport,as below:
>
>>
>
>> b=clevels
>
>> r=size(b)
>
>> aa = dblarr(r(1),2)
>
>> aa = [[b], [b]]
>
>> cc = dblarr(1, 2)
>
>> cc = [0, 1]
>
>> cc=transpose(cc)
>
>> set_viewport, 0.05,0.55,0.55,0.57
>
>>
>
>> contour,aa, b ,cc,/cell_fill, levels = b, /noer,$
>
>> ytickinterval = 1, ycharsize = 1, ys =4,xs = 1,charthick=1,charsize=0.4 ,$
>
>> c_colors=indgen(269)+1,/overplot
>
>>
>
>> My code works fine until this point. I plot map projections with contour on top of them. Then I
want to add my colorbar beneath this figure but what happens is starting from the 2nd file, it only
plots the frame (from set_viewport command) and plots everythin else inside this frame. How can
I fix this? I use /advance and /noerase keywords in the map projection and contour routines but it
gets stuck in this viewport. When i just do set_viewport,device. I can see the map
>
> projection and contour on top of it. So I am sure it is plotting, just not where i want it. Any help is
appreciated
>
>>
>
>
>
>
> Hard to know what "Set_Viewport" command you are using, but the one I
>
> found on my machine (in the "obsolete" directory, unfortunately) simply
>
> sets the !P.Position system variable. If you try to set both the

```

>  
> position \*and\* use !P.Multi, chaos always ensues.  
>  
>  
>  
> I think I would have a look at the Coyote Plot Gallery for an example of  
>  
> how to do multiple contour plots on map projections. Adding a color bar  
>  
> to each of the plots in the Small Contour Multiples plot is trivial. The  
>  
> example uses cgLayout (rather than !P.Multi) so that you can adjust the  
>  
> "gap" between plots to give yourself some room for adding the color bar.  
>  
>  
>  
> <http://www.idlcoyote.com/gallery/index.html>  
>  
>  
>  
> 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.")

Thanks David. I'll try that.  
Cheers

---