*AHELP for CIAO 3.4*  **chips_set_pane**  Context: chips

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## Synopsis

Set the current pane/drawing area.

## Syntax

```
Integer_Type chips_set_pane(which)
Integer_Type chips_set_drawing_area(which)
```

## Description

This is a S–Lang version of the ChIPS D command. It sets the current pane/drawing area; the two commands are identical. The numbering scheme of the panes is described in "ahelp chips_split".

The function returns a 0 on success and −1 on failure.

### Arguments for chips_set_pane

| Name | Type | Comment |
|------|------|---------|
| which | Integer_Type | number of the pane |

If "which" exceeds the number of panes, the function returns a −1 and the current pane is unchanged.

## Example 1

```
chips> chips_split(2,3)
6
chips> chips_set_pane(2)
0
```

Here we create 6 panes, arranged in a 2 by 3 grid, and set the current pane to be the second one. This example could also be done using the optional whichPane parameter of chips_split():

```
chips> chips_split(2,3,2)
0
```

# Example 2

```
() = chips_split(2,3);
() = chips_set_pane(2);
```

As the first example, but done in a S−Lang script. Here the return values are ignored.

# Bugs

See the bugs page for ChIPS on the CIAO website for an up−to−date listing of known bugs.

# See Also

*chips*

chips_auto_redraw, chips_clear, chips_color_name, chips_color_value, chips_get_pane, chips_get_xrange, chips_get_xscale, chips_get_yrange, chips_get_yscale, chips_get_zrange, chips_get_zscale, chips_label, chips_line, chips_pickpoints, chips_redraw, chips_set_xrange, chips_set_xscale, chips_set_yrange, chips_set_yscale, chips_set_zrange, chips_set_zscale, chips_split, chips_version

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