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

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Synopsis

Defines the current drawing area.

Syntax

```
chips> D {# [,#, ...] | #:# | ALL}

where # is an integer argument specifying drawing area number, and #:#
specifies an inclusive range of drawing area numbers.
```

Description

Note that wherever the "D #" is used, the above extended syntax may be utilized to alter multiple drawing areas at once. If a non−existent drawing area is specified, ChIPS will act on the current drawing area.

Example 1

```
chips> SPLIT 2
chips> SPLIT GAP 0.04
chips> D 1 CURVE data/exampleA.dat
chips> D 2 CURVE data/exampleB.dat
chips> TWOAXESFRAME
```

The drawing area is first divided into two parts and and separated by a small amount (0.04). The first curve is plotted in drawing area 1, and the second in drawing area 2. Drawing area 2 is now the current drawing area, since it is the most recently created. The command TWOAXESFRAME acts on the current drawing area, changing the style of the axes.

Example 2

```
chips> D 2
chips> TICKS X 10.0
```

First, drawing area number is defined as the the current drawing area. The TICKS X 10.0 command acts on drawing area number 2, changing the tick spacing to units of 10.

Example 3

```
chips> D 1,2
chips> AXES BLUE
```

"D 1,2" defines drawing areas 1 and 2 as the current drawing areas, so that the following AXES BLUE command acts on both of them. The following commands are equivalent:

```
chips> D 1:2 AXES BLUE
chips> D ALL AXES BLUE
```

Example 4

```
chips> SPLIT 3
chips> SPLIT GAP 0.1
chips> D 1 CURVE data/exampleA.dat
chips> D 2 CURVE data/exampleB.dat
chips> D 3 CURVE data/example.dat
chips> D ALL LIMITS X 0 20
```

Three drawing areas are created with a large separation between them. A separate curve is plotted in each area, then they are all set to have the same X−axis limits.

Bugs

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

See Also

chips

      c, l, ln, pack