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

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Synopsis

Creates multiple drawing areas.

Syntax

```
Integer_Type chips_split(numXpanes,numYpanes[,whichPane])
```

Description

This is a S–Lang version of the ChIPS SPLIT command. It creates multiple drawing areas (also called panes), optionally selecting which one is to be the "current" one ("whichPane"). The command splits the display up into "numXpanes" by "numYpanes" drawing areas. These areas (or panes) are numbered sequentially from the upper–left, going down the rows, so

```
chips> chips_split( 2, 3, 3 )
6
chips> chips_line( 0, 0, 1, 1 )
0
```

splits the display into 2 columns of three rows and sets the current pane to be the bottom–left one (number 3). A line is then drawn in this pane.

The function returns the number of panes actually created.

Arguments for chips_split

Name	Type	Default	Comment
numXpanes	Integer_Type		number of columns
numYpanes	Integer_Type		number of rows
whichPane	Integer_Type	1	

The routine prints a usage message if used with the wrong number of arguments:

```
chips> chips_split(1)
```

```
Usage: chips_split(nx,ny[,drawing_area_selected])
chips_split(1);
```

Example 1

```
chips> chips_split(1,2)
2
chips> split gap 0.1
```

Here we mix ChIPS and S−Lang commands. The chips_split() call creates two drawing areas, stacked vertically. We then use a ChIPS SPLIT command to add a gap between the two panes.

Example 2

```
() = chips_split(1,2);
() = chips_eval( "split gap 0.1" );
```

This is a S−Lang version of the previous example.

Example 3

```
chips_clear;
() = chips_split(2,2,3);
() = chips_label(0.5,0.5,"Pane: 3");
```

This set of commands will clear the screen, create 4 drawing areas (ina 2 by 2 grid) and add the text "Pane: 3" to the third (top right) one.

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_pane,
> chips_set_xrange, chips_set_xscale, chips_set_yrange, chips_set_yscale, chips_set_zrange,
> chips_set_zscale, chips_version

Example 1