
Subject: [Q] coloured vertices in IDLgrSurface ...
Posted by [darran](#) on Wed, 30 Sep 1998 07:00:00 GMT
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I am confused as to the use of the VERT_COLORS keyword with the IDLgrSurface object. I tried using the BYTSCL function to get vertices coloured according to data height but without success. I have fallen back on a single colour for the surface; while I can see the overall shape, small-scale features like ripples are hard to observe.

I would appreciate advice on (i) how to get vertices coloured according to field height and (ii) general ideas for colouring surfaces that are either aesthetically appealing or aid in bringing out small-scale features without losing the overall shape.

Cheers,
Darran.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
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