
Subject: Re: Object Surface Shaded by Elevation (LONG)
Posted by [Struan Gray](#) on Mon, 02 Nov 1998 08:00:00 GMT
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David Fanning, davidf@dfanning.com writes:

>> **You can add a palette to a surface object.**
>> No doubt RSI will break this in 5.2 since I use it so much.
>
> Still works in my version of IDI 5.2. :-)

That's good to hear.

I'm not sure if I just made a lucky guess or if palettes are meant to be more widespread in object graphics. The relevant part of the manuals is, um, vague. It states several times that palettes can be added to models *and* graphics atoms but nowhere documents how to use a palette with an atom. I've done a fair amount of testing with IDLgrSurface objects and it seems to work just as you would expect (and saves fair bit of memory when you plot large arrays). I don't know if the same trick works with polygons and polylines, but it's easy enough to try.

Struan
