
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:

WARNING: useful but undocumented feature follows

****You can add a palette to a surface object.****

Try replacing this line in David's program:

```
> thisWindow->SetProperty, Palette=thisPalette
```

With all of the following:

```
thisSurface->SetProperty, Palette=thisPalette

thisSurface2 = OBJ_NEW('IDLgrSurface', data/2, x, y, Style=style, $
    Shading=0, Vert_Colors=Reform(ByteScl(data), numVerts))
thisPalette2=Obj_New('IDLgrPalette')
thisPalette2->LoadCT, 0
thisSurface2 -> SetProperty, palette=thispalette2
thisSurface2->GetProperty,XRange=xrange,YRange=yrange,ZRange=zrange
xs = Normalize(xrange, Position=[-0.5,0.5])
ys = Normalize(yrange, Position=[-0.5,0.5])
zs = Normalize(zrange, Position=[-0.2,0.2])
thisSurface2->SetProperty,XCoord_Conv=xs, YCoord_Conv=ys, ZCoord_Conv=zs
thisModel->Add, thisSurface2
```

No doubt RSI will break this in 5.2 since I use it so much.

Struan
