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Subject: Re: Another fun question about color in IDL  
Posted by [Pavel Romashkin](#) on Wed, 20 Oct 1999 07:00:00 GMT  
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I am wondering if using VERT\_COLORS in combination with /SHADING will give the effect you want? You can specify color for each vertex. Here's what Help says:

VERT\_COLORS (Get, Set)

Set this keyword to a vector of colors to be used to draw at each vertex. Color is interpolated between vertices if SHADING is set to 1 (Gouraud). If there are more vertices than elements in VERT\_COLORS, the elements of VERT\_COLORS are cyclically repeated. By default, the polygons are all drawn in the single color provided by the COLOR keyword. If this keyword is omitted or set to a scalar, vertex colors are removed and the surface is drawn in the color specified by the COLOR keyword.

Good luck,  
Pavel

Todd Bowers wrote:

cut - cut

> and tweak it with the SHADE\_RANGE keyword which I thought would be  
> analagous to the SHADES keyword in shade\_surf. No luck. It's only  
> a 2 element vector. I'm trying to do something with a palette, but  
> I think I'm not grasping the concepts of the obj. graphics model or  
> RGB.  
>  
> Can anyone give me a nudge (or preferably a hard shove) in the  
> right direction??  
>  
> Thanks, as always.  
> TB

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