
Subject: IDL 5.4 and SHADE_SURF

Posted by [enric](#) on Thu, 02 Nov 2000 08:48:00 GMT

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Hi!

We have just installed the IDL 5.4 and find out that the behaviour of SHADE_SURF has changed. By default, in 5.3, it uses a Gouraud interpolation (smooth surfaces). In 5.4, it uses an linear interpolation (so you see the triangles). We have not found how to change this behaviour.

Anybody knows how to change it?

Thanks,

Enric

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