

---

Subject: Shade\_surf problem

Posted by [sandrokan](#) on Tue, 19 Oct 2004 14:48:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi all,

I have a problem with shade\_surf.

While trying to set the shading off, as suggested by the documentation \*

```
IDL> device, decomposed=0
```

```
IDL> set_shading, gouraud=0, values=[1, 100]
```

```
IDL> shade_surf, indgen(10,10), ax=90, az=0
```

my surface is still shaded. What's wrong? Somebody, in a previous post, has implicitly stated that set\_shading works only with polishade.

Is he right?

Thank you very much in advantage.

Alex

#### \*GOURAUD

This keyword controls the method of shading the surface polygons by the POLYSHADE procedure. The SHADE\_SURF procedure always uses the Gouraud method. Set this keyword to a nonzero value (the default), to use Gouraud shading. Set this keyword to zero to shade each polygon with a constant intensity.

---