
Subject: Re: SURFACE layout details
Posted by [Bob\[3\]](#) on Mon, 21 Jan 2008 21:21:31 GMT
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On Jan 21, 3:47 pm, David Fanning <n...@dfanning.com> wrote:

```
> Bob Crawford writes:
>> I tried to address Paula's 1) by using the SHADES keyword (adapting
>> your response):
>
>> IDL> shades=INTARR(200,200)+fsc_color('gray')
>> IDL> surface, dist(200), color=3Dfsc_color('black'), shades=3Dshades,
>> background=fsc_color('white')
>
>> but the wireframe comes out red.
>
>> Am I misusing fsc_color or shades?
>
> Well, SHADES is going to force you to have to use INDEXED
> color, rather than the DECOMPOSED color you are using now.
> This would work:
>
> IDL> Device, DECOMPOSED=0, GET_DECOMPOSED=theState
> IDL> shades=INTARR(200,200)+fsc_color('gray')
> IDL> surface, dist(200),color=fsc_color('black'), $
>     shades=shades, background=fsc_color('white')
> IDL> Device, DECOMPOSED=theState
```

I should've remembered - when you see red, think decomposed!

Thank you David!
