
Subject: Re: SURFACE layout details

Posted by [David Fanning](#) on Mon, 21 Jan 2008 20:47:26 GMT

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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
```

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
