
Subject: Re: Noerase on Shade_Surf

Posted by [vikramivatury](#) on Fri, 31 Jul 2009 00:55:46 GMT

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On Jul 30, 4:28 pm, David Fanning <n...@dfanning.com> wrote:

> Vikram writes:

>> I was wondering if there is a way to plot more than one figure using

>> Shade_Surf on the same plot? I have tried /NOERASE but that doesn't

>> seem to be working....

>

> Shade_Surf actually returns an image, not a plot,

> so you have to fake it out. You could do side-by-side

> shade surfaces like this:

>

> window, 1, xsize=600, ysize=300

> window, 2, xsize=300, ysize=300, /pixmap

> shade_surf, dist(100)

> wset, 1

> device, copy=[0, 0, 300, 300, 0, 0, 2]

> wset, 2

> erase

> shade_surf, shift(dist(100), 50, 25)

> wset, 1

> device, copy=[0, 0, 300, 300, 300, 0, 2]

> wdelete, 2

> end

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Coyote's Guide to IDL Programming (www.dfanning.com)

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

Thanks Dr. Fanning, I will give that a go and see what happens...

-Vikram
