
Subject: Re: Noerase on Shade_Surf

Posted by [David Fanning](#) on Thu, 30 Jul 2009 20:28:54 GMT

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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

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David Fanning, Ph.D.

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

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