
Subject: Re: Surface/shade_surf problem on IDL 7.1 / Lion OS ??

Posted by [David Fanning](#) on Mon, 15 Oct 2012 22:29:20 GMT

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Steve writes:

> I have a 2 D array (map) that I want to plot via "surface". All was going smooth till as a sudden, the plot became grey. It just plots in Grey regardless of what I do. The color table was loaded (confirmed via colorbar & xpalette), but the "surface" or "shade_surf" or "fsc_surface" gives grey fill output. Its driving me nuts. Does anyone know of a way to reset IDL cash or something (used to delete the .idl in Windows systems).

>

> Even this simple code comes out in grey...

>

> loadct, 3

> Z = shift(dist(40), 20, 20)

> Z = exp(-(Z/10)^2)

> surface, z

Don't know. These commands result in a red-temperature surface for me:

```
loadct, 3
```

```
Z = shift(dist(40), 20, 20)
```

```
Z = exp(-(Z/10)^2)
```

```
cgshade_surf, z
```

Let's see what the result of a Help, /Device command is.

Cheers,

David

--

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

Sepore ma de ni thue. ("Perhaps thos speakest truth.")
