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.")