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Subject: Re: Question about using palettes with images and shader in object graphics

Posted by [David Fanning](#) on Tue, 12 Feb 2013 18:32:53 GMT

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M. Katz writes:

> When displaying an IDLgrImage with an associated IDLgrShader, is the IDLgrPalette functionality disabled?

>

> Without the shader, you can use `oImage.SetProperty, PALETTE=oPalette` to change the display's color scheme in an instant.

>

> But with IDLgrShader, I'm fearing that it's a much more difficult task that will require writing code in shader language, which I've never attempted before.

>

> Any thoughts?

Never done it, but just reading the documentation, I would expect you to also have to replace the shader object after changing the palette, to get the shader to use the palette.

Cheers,

David

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

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

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