
Subject: Question about using palettes with images and shader in object graphics
Posted by [M. Katz](#) on Tue, 12 Feb 2013 18:19:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

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?
