
Subject: peeling away layers

Posted by [lance.luvaul](#) on Fri, 09 Aug 2013 08:41:46 GMT

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How do I gain access to the idlitvissurface object underlying a "New Graphics" surface object (created using the surface() function)?

I need to programmatically set the scale_vertex_color array, which I cannot seem to do with the surface objref but can with the idlitvissurface objref like so: "my_idlitvissurface->setproperty, scale_vertex_color=[...]"

Thanks in advance,
Lance
