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Subject: Re: peeling away layers

Posted by [lance.luvaul](#) on Wed, 14 Aug 2013 08:51:29 GMT

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On Friday, August 9, 2013 6:41:46 PM UTC+10, lance....@gmail.com wrote:

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

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>

>

> 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

Finally figured out how to do this. After you've instantiated your NG surface object (and assuming it's the only one), you can set the scale\_vertex\_color property this way:

```
igetproperty, 'surface', scale_vertex_color=svc
```

```
svc[3] = clip
```

```
isetproperty, 'surface', scale_vertex_color=svc
```

The first arg to i(g|s)etproperty is a path-like string that qualifies the itools visualization object. If 'surface' isn't unique enough, I believe you can use igetid() somehow immediately after instantiating the NG surface to get the fully qualified string (looks something like: "/TOOLS/GRAPHIC/WINDOW/VIEW\_1/VISUALIZATION LAYER/DATA SPACE/SURFACE").

Hope this helps someone else...

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