
Subject: VERT_COLORS Problem

Posted by [Udo Grabowski](#) on Mon, 25 Nov 2013 10:03:45 GMT

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Hi,

I struggle with an animated tool that uses the "new style" surface function, and I'm trying to update the vert_colors option (which is tagged as updateable in the docs), but it does not work at all. What I'm doing wrong here ?

```
; boring flat grey semi-transparent surface
; (poor man's transparency, as always in IDL....)
v = dist(10)
rgba = intarr(4,100)
rgba[0:*,0:*] = 110
S = surface(v,vert_colors=rgba)
```

```
; update to light grey nearly transparent
rgba[0:*,0:*] = 210
S.vert_colors=rgba
; still the same boring grey !
```

I tried several variants, setting vert_colors to 0, refresh, different sequences in doing that, using S->SetProperty,vert_colors=..., etc.etc., no help, it seems that this is just an immutable variable and the documentation is wrong. Used to work with 8.1, tried that also with 8.2.3, but the 8.2.x version is so utterly borked in 3D that even reporting all bugs is far beyond my time constraints....

IDL is using the OpenGL hardware driver of my NVIDIA Quadro 2000 (running the solaris 64-bit version on openindiana 151a7). Any ideas how to get that working ?
