Subject: Re: VERT_COLORS Problem
Posted by David Fanning on Mon, 25 Nov 2013 14:00:14 GMT
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Udo Grabowski writes:

> 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.

It would seem so, although I just tested this with my cgSurface program and it would appear it is *possible* to change the vert_colors. In my case, though, it is necessary to first turn the vert colors off, then on again. In my test case, the code looks like this:

```
rgba = info.rgba
rgba[2,*] = 0
info.thisSurface -> SetProperty, Vert_Colors=0
info.thisSurface -> SetProperty, Vert_Colors=rgba
```

I did confirm this does NOT work with the Surface function though, so something else is broken there.

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.")