Subject: A Colored Grid Problem Posted by grl on Wed, 10 Sep 2003 10:28:11 GMT

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## Hi IDL Experts,

I have a regularly gridded sphere object which I color with the vert\_color keyword. The result of this is a sphere, half of which is colored and the other half is black as desired. Then I take a thin slice out of the sphere using the mesh\_clip command. I mesh\_clip twice to give me a ring, half of which is colored and the other half is black, again as desired. I use the auxdata\_in and auxdata\_out keywords to preserve the colors from the original sphere. Now, the angle of slicing is not perpendicular to the sphere's poles so the grid on the ring is not what I would call nice. What I want to do now is take the colors from the colored part and mirror them on the uncolored part, but as the grid is not 'nice' and I'm using vert\_colors this is proving to be a bit tricky. Anybody got any ideas?