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Subject: A Colored Grid Problem

Posted by [gri](#) 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?

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