
Subject: Re: Noerase on Shade_Surf

Posted by [David Fanning](#) on Thu, 30 Jul 2009 20:28:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Vikram writes:

> I was wondering if there is a way to plot more than one figure using
> Shade_Surf on the same plot? I have tried /NOERASE but that doesn't
> seem to be working....

Shade_Surf actually returns an image, not a plot,
so you have to fake it out. You could do side-by-side
shade surfaces like this:

```
window, 1, xsize=600, ysize=300
window, 2, xsize=300, ysize=300, /pixmap
shade_surf, dist(100)
wset, 1
device, copy=[0, 0, 300, 300, 0, 0, 2]
wset, 2
erase
shade_surf, shift(dist(100), 50, 25)
wset, 1
device, copy=[0, 0, 300, 300, 300, 0, 2]
wdelete, 2
end
```

Cheers,

David

--

David Fanning, Ph.D.

Coyote's Guide to IDL Programming (www.dfanning.com)

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Noerase on Shade_Surf

Posted by [vikramivatury](#) on Fri, 31 Jul 2009 00:55:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Jul 30, 4:28 pm, David Fanning <n...@dfanning.com> wrote:

> Vikram writes:

>> I was wondering if there is a way to plot more than one figure using
>> Shade_Surf on the same plot? I have tried /NOERASE but that doesn't
>> seem to be working....

>

> Shade_Surf actually returns an image, not a plot,
> so you have to fake it out. You could do side-by-side

```
> shade surfaces like this:
>
> window, 1, xsize=600, ysize=300
> window, 2, xsize=300, ysize=300, /pixmap
> shade_surf, dist(100)
> wset, 1
> device, copy=[0, 0, 300, 300, 0, 0, 2]
> wset, 2
> erase
> shade_surf, shift(dist(100), 50, 25)
> wset, 1
> device, copy=[0, 0, 300, 300, 300, 0, 2]
> wdelete, 2
> end
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Coyote's Guide to IDL Programming (www.dfanning.com)
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
```

Thanks Dr. Fanning, I will give that a go and see what happens...

-Vikram
