
Subject: Re: Surface/shade_surf problem on IDL 7.1 / Lion OS ??

Posted by [David Fanning](#) on Mon, 15 Oct 2012 22:29:20 GMT

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Steve writes:

> I have a 2 D array (map) that I want to plot via "surface". All was going smooth till as a sudden, the plot became grey. It just plots in Grey regardless of what I do. The color table was loaded (confirmed via colorbar & xpalette), but the "surface" or "shade_surf" or "fsc_surface" gives grey fill output. Its driving me nuts. Does anyone know of a way to reset IDL cash or something (used to delete the .idl in Windows systems).

>

> Even this simple code comes out in grey...

>

> loadct, 3

> Z = shift(dist(40), 20, 20)

> Z = exp(-(Z/10)^2)

> surface, z

Don't know. These commands result in a red-temperature surface for me:

```
loadct, 3
```

```
Z = shift(dist(40), 20, 20)
```

```
Z = exp(-(Z/10)^2)
```

```
cgshade_surf, z
```

Let's see what the result of a Help, /Device command is.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thue. ("Perhaps thos speakest truth.")

Subject: Re: Surface/shade_surf problem on IDL 7.1 / Lion OS ??

Posted by [Steve Daal](#) on Tue, 16 Oct 2012 06:21:44 GMT

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IDL> help, /device

Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z

Hi David, here is the output of the Help,/Device

Current graphics device: X
Server: X11.0, The X.Org Foundation, Release 11006000
Display Depth, Size: 24 bits, (1440,878)
Visual Class: TrueColor (4)
Bits Per RGB: 8 (8/8/8)
Physical Color Map Entries (Emulated / Actual): 256 / 256
Colormap: Shared, 16777216 colors. Translation table: Bypassed
Graphics pixels: Decomposed, Dither Method: Ordered
Write Mask: 16777215 (decimal) fffff (hex)
Graphics Function: 3 (copy)
Current Font: <default>, Current TrueType Font: <default>
Default Backing Store: Pixmap.
Window Status: -----
id typ(x, y, backing store) id typ(x, y, backing store)
0: Win(1200, 700, Pixmap) 3: Win(720, 439, Req from Server)

Subject: Re: Surface/shade_surf problem on IDL 7.1 / Lion OS ??
Posted by [David Fanning](#) on Tue, 16 Oct 2012 12:19:24 GMT
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steve.daal@gmail.com writes:

```
>  
> IDL> help, /device  
> Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z  
> Hi David, here is the output of the Help,/Device  
>  
> Current graphics device: X  
> Server: X11.0, The X.Org Foundation, Release 11006000  
> Display Depth, Size: 24 bits, (1440,878)  
> Visual Class: TrueColor (4)  
> Bits Per RGB: 8 (8/8/8)  
> Physical Color Map Entries (Emulated / Actual): 256 / 256  
> Colormap: Shared, 16777216 colors. Translation table: Bypassed  
> Graphics pixels: Decomposed, Dither Method: Ordered  
> Write Mask: 16777215 (decimal) fffff (hex)  
> Graphics Function: 3 (copy)  
> Current Font: <default>, Current TrueType Font: <default>  
> Default Backing Store: Pixmap.  
> Window Status: -----  
> id typ( x, y, backing store) id typ( x, y, backing store)  
> 0: Win(1200, 700, Pixmap) 3: Win( 720, 439, Req from Server)
```

Well, OK, you are using decomposed color, so any 2D image type thing you are doing with traditional graphics commands (and shade_surf is an image type thing, since it is actually an image you are seeing on the display) will be shown in

gray-scale colors. But, I have no idea why Coyote Graphics routines aren't working. They thrive in this environment. In fact, they beg to be put into it, striving to do all their drawing in decomposed color so color tables are not contaminated. I never get out of decomposed color mode, if I can help it.

Are you sure you tried these Coyote Graphics routines?

```
LoadCT, 3  
cgShade_Surf, data
```

As an alternative, of course, you could time travel back to the 1970's and put yourself in indexed color mode:

```
IDL> Device, Decomposed=0
```

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thue. ("Perhaps thos speakest truth.")

Subject: Re: Surface/shade_surf problem on IDL 7.1 / Lion OS ??

Posted by [Steve Daal](#) on Tue, 16 Oct 2012 15:35:09 GMT

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That did it!!

I set device, decomposed=0 and restarted IDL & X11. I had to exit IDL otherwise kept giving grey even after resetting the session. Coyote graphics work well now, too. I am not sure why they didn't work before.

Thanks a lot David.

Cheers.
Steve
