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

Posted by Steve Daal on Mon, 15 Oct 2012 22:10:46 GMT

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Hi,

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
```

Thanks a lot,
Steve