Subject: peeling away layers
Posted by lance.luvaul on Fri, 09 Aug 2013 08:41:46 GMT
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How do I gain access to the idlitvissurface object underlying a "New Graphics" surface object (created using the surface() function)?

I need to programmatically set the scale_vertex_color array, which I cannot seemto do with the surface objref but can with the idlitvissurface objref like so: "my_idlitvissurface->setproperty, scale_vertex_color=[...]"

Thanks in advance,
Lance

Subject: Re: peeling away layers
Posted by lance.luvaul on Wed, 14 Aug 2013 08:51:29 GMT
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On Friday, August 9, 2013 6:41:46 PM UTC+10, lance....@gmail.com wrote:
> How do I gain access to the idlitvissurface object underlying a "New Graphics" surface object (created using the surface() function)?
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>
>
> Thanks in advance,
>
> Lance

Finally figured out how to do this. After you've instantiated your NG surface object (and assuming it's the only one), you can set the scale_vertex_color property this way:

igetproperty, 'surface', scale_vertex_color=svc
svc[3] = clip
isetproperty, 'surface', scale_vertex_color=svc

The first arg to i(g|s)etproperty is a path-like string that qualifies the itools visualization object. If 'surface' isn't unique enough, I believe you can use igetid() somehow immediately after instantiating the NG surface to get the fully qualified string (looks something like: "/TOOLS/GRAPHIC/WINDOW/VIEW_1/VISUALIZATION LAYER/DATA SPACE/SURFACE").

Hope this helps someone else...

Subject: Re: peeling away layers
Posted by lance.luvaul on Wed, 14 Aug 2013 12:52:06 GMT
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On Wednesday, August 14, 2013 6:51:29 PM UTC+10, lance....@gmail.com wrote:
> On Friday, August 9, 2013 6:41:46 PM UTC+10, lance....@gmail.com wrote:
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>
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>
> Hope this helps someone else...

Here's another way to do it:

```
oSystem = _IDLitSys_GetSystem()
oVis = oSystem->IDLitContainer::GetByIdentifier(igetid('surface'))
ovis->getproperty, scale_vertex_color=svc
svc[3] = clip
ovis->setproperty, scale_vertex_color=svc
```
