Subject: Re: Top 10 IDL Requests
Posted by Richard Tyc on Tue, 18 Jul 2000 07:00:00 GMT
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anne martel <anne.martel@nottingham.ac.uk> wrote in message
news:39745A3A.CECAC2FA@nottingham.ac.ukqqq...
> My main request is for the ability to make polygon objects transparent.
> Someone posted a request for information on how to do this a short while
> ago but I don't think anyone responded so I'm assuming that it's not
> possible at the moment (unless you uses volume rendering which is too
> slow).

If you texture map a RGB+alpha IDLgrImage object into the polygon object,
you can gain transparency assuming you set the alpha channel low enough and
the appropriate blend function (I use [3,4]) to IDLgrImage.