Subject: Re: transparent GIF pixels
Posted by Craig Markwardt on Thu, 10 Aug 2000 07:00:00 GMT
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Kenneth Mankoff <mankoff@lasp.colorado.edu> writes:</mankoff@lasp.colorado.edu>
> I'm using ION to make images for a website. ION is "IDL On [the] Net" >
<ul><li>For those of you who know html, its really as simple as this to generate</li><li>images:</li></ul>
<pre>&gt; <html> &gt; <ion_img> &gt; <idl> &gt; (idl&gt; &gt; (idl&gt; &gt; </idl> &gt;  &gt;  &gt; </ion_img></html></pre>
<ul> <li>and *wow*, you have a gif or jpeg _inside_ your web page that is generated</li> <li>based upon inputs supplied to the page by the user.</li> </ul>
<ul> <li>But, yes, GIF's can have pixels that are transparent in that they show the</li> <li>background through them. WRITE_PNG has a transparent option, so i could</li> <li>write a PNG with transparent pixels, then re-read it the NEXT command</li> <li>(this stupid and slow), and then display that image to the page, and have</li> <li>my transparent (see-through) pixels.</li> </ul>
<ul> <li>But i would prefer to do all that in memory, rather than using the</li> <li>webserver to needlessly read/write to PNG image.</li> </ul>
I hear you Ken. I am a little surprised that ION doesn't have any more web-friendly functionality than straight IDL does (e.g. transparent gifs).
Craig
Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu Astrophysics, IDL, Finance, Derivatives   Remove "net" for better response