Subject: Re: Mac 32 bit color depth?
Posted by William Daffer on Sat, 24 Mar 2001 01:55:48 GMT
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"Joseph B. Gurman" <gurman@ari.net> writes:

> In article <thierry-2203011142210001@dualpants.dev.rsinc.com>,
> thierry@NOSPAM.rsinc.com (Thierry Faucounau) wrote:
>
> [snip]
>>
>> I am not averse to returning the "usable" (from an IDL standpoint) visual
>> depth from get_visual_depth which would be 24 (essentially ignoring the
>> fact that on the Mac, all "true color" buffers are in fact 32bits) for
>> the sake of portability.
>>
>> --
>> Thierry Faucounau
>> Research Systems, Inc.
>
> [snip]
>
>   Thierry, that sounds very reasonable --- but it would be great to be
> able to access the transparency channel: I would love to be able to
> create movies (e.g. with XINTERANIMATE) in IDL that include transparency
> effects.
>
>   Any chance?
>
>   Thanks,
>
>   Joe Gurman

  And wouldn't it make the creation of .png files a little easier?
  Don't they support a native RGBA?

whd
--
Outside of a dog, a book is man's best friend
Inside of a dog it's too dark to read
  -- Groucho Marx