
Subject: Re: Mac 32 bit color depth?

Posted by [Joseph B. Gurman](#) on Fri, 23 Mar 2001 00:05:45 GMT

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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
