
Subject: Re: IDLgrWindow, IDLgrVolume and alpha channel

Posted by [Rick Towler](#) on Fri, 24 Jan 2003 20:08:03 GMT

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"Sebastian" wrote in message

> I am rendering an IDLgrVolume into a IDLgrWindow. When I get the image
> data from the Window, the image has only 3 channels. How can I get the
> alpha channel of this image? The alpha channel information surely must be
> somewhere, because volume rendering needs it.

<speculation>

I'm sure Karl can give you a technical answer but the short of it is that I am pretty sure you can't get the alpha channel from a window by using the Read method. I would guess that by the time the data is written to your display buffer the alpha information is long gone. I don't know if this is a "limitation" of OpenGL, the OS, or IDL and while I can think of a few reasons not to do this, I can't think of a good reason to do it.

</speculation>

You may be able to get the data you need in some other way. Maybe if you post some specifics on what you are doing someone might come up with a creative alternative.

-Rick
