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Subject: Re: Alpha Blending inside of Widgets / Graphic Objects in Widgets  
Posted by [Karl Schultz](#) on Fri, 31 Jan 2003 17:49:17 GMT

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"Kay Bente" <k.bente@fz-juelich.de> wrote in message  
news:b1dulh\$3naa\$1@zam602.zam.kfa-juelich.de...

> Hi,

>

> for the first part of your answer, I think you misunderstood me, i was  
> thinking about to put an IDLgrImage or IDLgrWindow, or what ever of these

> image fusion.

If you want to do blending then I think you'll have to use Object Graphics  
if you want the graphics support to do the blending for you. You can do a  
lot of work and do the blending yourself with IDL code, but that's might be  
slow and the amount of work involved depends a lot on what you are doing.

In IDL 5.6, the only objects that can really be blended are Images and  
Polygons/Surface via a texture map.

You can configure Widget\_Draw to use Object Graphics (GRAPHICS\_LEVEL=2) and  
then you can put your objects in that widget window.

> Or as another solution would it be possible, do get the fusioned image as  
a  
> truecolor image (256,256,3)-array out of an object.

You can use IDLgrBuffer to make an "off-screen" rendering buffer. You can  
draw your objects into the buffer and then extract an RGB image.

If you can tell us more about what you want to draw, we can help more.

Also, there have been quite a few postings on this topic. You might want to  
use Google to search the newsgroup for words like "transparency", "alpha",  
"blending", etc.

Karl

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