<David W. Fanning>; "Ph.D." wrote in message

> The TRANSPARENT keyword in WRITE_PNG should be a 256-element
> vector. The vector would represent possible values in your
> 2D image. Any value that you wanted to be transparent would
> have a value of 0 in the vector, while any value that you
> wanted totally opaque would have the value of 255. You
> could select the "degree" of transparency by varying the
> values between 0 and 255 in the transparency vector.

Of course! It says it right there in the documentation plain as day:

"Set this keyword to an array of pixel index values which are to be treated
as "transparent" for the purposes of image display. This keyword is valid
only if Image is a single-channel (color indexed) image and the R, G, B
palette is provided. "

I don't know how I missed that.

;)

-Rick

At least we know there still are compelling reasons to buy your book.