

Folks,

After several rounds of back and forth with the good folks at RSI, we have finally discovered how to produce transparent PNG output for inclusion into software such as PowerPoint.

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.

So, for example, start with all pixels opaque:

```
t = BytArr(256) + 255B
```

If you want all pixels in your image with value 100 to be transparent:

```
t[100] = 0
```

If you want all pixels in your image with the value of 50 to 75 to be semi-transparent:

```
t[50:75] = 128
```

Here is a test program that produces a plot with a transparent background in PowerPoint:

```
.*****  
,  
PRO Test  
  thisDev = !D.Name  
  loadct, 0  
  TVLCT, 255, 255, 255, !D.Table_Size-2 ; White  
  TVLCT, 0, 255, 0, !D.Table_Size-3 ; Green  
  TVLCT, 255, 0, 0, !D.Table_Size-4 ; Red  
  TVLCT, r, g, b, /Get  
  
device, decomposed=0  
Set_Plot, 'Z', /Copy
```

```
Erase
Plot, findgen(11), Color=!D.Table_Size-4, $
    Background = !D.Table_Size-2, /NoData
OPlot, findgen(11), Color=!D.Table_Size-3
snapshot = TVRD()
Set_Plot, thisDev
```

```
; All are 0 so all values 0-255 are completely
; transparent (I.e, have value of 0).
```

```
t = bytarr(256)
```

```
; Set values !D.Table_Size-3 and !D.Table_Size-4 to
; be not transparent (I.e., have value 255).
```

```
t[!D.Table_Size-3,!D.Table_Size-4] = 128
```

```
WRITE_PNG,'transparent_test.png', $
    snapshot, r, g, b, TRANSPARENT = t
```

```
END
```

```
.*****
;
```

Cheers,

David

---