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Subject: Re: transparent background

Posted by [David Fanning](#) on Thu, 05 Jun 2003 20:03:44 GMT

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Reimar Bauer (R.Bauer@fz-juelich.de) writes:

- > did you have tried with 24bit or 16bit color resolution.
- > I believe you have 16bit used.
- >
- > If it's 16bit then it is the same problem JD postest on 22.5.
- > I added an other example there.
- >
- > I recognized this during beta test of idl5.6.

I used TVRD in the Z buffer. That is surely an 8-bit color resolution!

I don't think it is the same problem. I \*know\* I have pixels with that value (some 300K of them!). They just don't go transparent and I can't figure out why not.

Cheers,

David

P.S. Let's just say I'm reluctant to spend much more time on it and blow my cover about knowing everything about IDL without having to do all the hard work. :-)

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