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Subject: Re: how to make polygons created by idlgrpolygon transparent?

Posted by [Karl Schultz](#) on Thu, 28 Aug 2003 17:52:16 GMT

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"seunghun lee" <shl@nist.gov> wrote in message  
news:31b36665.0308280849.4f19b2ce@posting.google.com...  
> is there a keyword in the idlgrpolygon command to make the object  
transparent?  
>

You can do it with a texture map.

Suppose that you wanted a translucent red polygon with 50% opacity:

```
; make a 2x2 RGBA texture
texture = BYTARR(4,2,2)
texture[0,*] = 255 ; red channel
texture[3,*] = 128 ; alpha channel
oTexture = OBJ_NEW('IDLgrImage', texture)
oPolygon->SetProperty, TEXTURE_MAP=oTexture, TEXTURE_COORD=FLTARR(2,nverts)
```

You have to supply texture coordinates, one per vertex. In this case, the values of the texture coordinates do not really matter since all texels have the same value, so 0.0 is fine.

Karl

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