
Subject: Re: Transparent IDLgrImage ?

Posted by [Karl Schultz](#) on Fri, 26 Mar 2004 16:47:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

You can specify a 4-channel image with IDLgrImage. The 4th channel is the alpha channel, which you can set to zero for the pixels that you want to be transparent.

"Antonio Santiago" <d6522117@est.fib.upc.es> wrote in message
news:4064344E.8060707@est.fib.upc.es...

> hi, friends

>

> I have a 3D view with a polygon represent a data volume. I have put
> three polygons with an image as a texture map. The image represent a
> slice of the volume (i take the values of the position of slice in the
> volume and make an image.

>

> I'd like to make an image of slice data volume but:

> 1- The "points" with value different of 0 i want to see in the imge.

> 2- The "points" with value different of 0 i dont want to see, i want to
> be transparents

>

> Thanks.

>
