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Subject: Transparent IDLgrImage ?

Posted by [Antonio Santiago](#) on Fri, 26 Mar 2004 13:46:54 GMT

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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.

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