## Subject: Re: Is it possible a transparent image in space ???
Posted by Rick Towler on Tue, 30 Mar 2004 17:38:36 GMT

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"Antonio Santiago" wrote ...
> Mmm... i am making crazy.
>
> Just i have put an image with alpha channel in plane XY, and the same
> image as a texture map of a polygon in another plane. TRhe result is the
> image object is transparent but the polygon object (with image texture)
> no!!! argg.
>
> Do you know any example to make this ok? Am i makeing wrong anything?

Why don't you post your simple example?  Then we can see what you might be
doing wrong.  At this point all you want to do is texture map a polygon with
an image containing an alpha channel.  Your example should only be 5 or so
lines.  Use XOBJVIEW to display it.

As for examples, I don't know of any in the IDL distribution.  I know this
has been covered in depth before in this group.  You could use google to
search the archives.

-Rick