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Subject: Re: Is it possible a transparent image in space ???  
Posted by [Karl Schultz](#) on Wed, 31 Mar 2004 16:59:15 GMT  
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I guess the only suggestion I have is to simplify your application until you see the cause. For example, don't add your ximage to the TopModelVol and then see if your texture-mapped planes look transparent.

"Antonio Santiago" <d6522117@est.fib.upc.es> wrote in message news:406AF51F.40408@est.fib.upc.es...

> This seems a crazy dialog :) with myself.  
>  
> For some strange reason (i suppose reason are me) my polygons (slices X,  
> Y, Z) with a semi-transparent texture map image aren't transparent among  
> them, but when i draw an IDLgrVolume in the space, the slices are  
> transparent with respect the volume.  
>  
> Well, i suppose the order i am drawing the slices and the rest of objects  
> isn't right :( . I'm a fuker newbie :)  
>  
> Thanks for all.  
> Antonio  
>  
>  
>  
> Antonio Santiago wrote:  
>> Hi Rick,  
>>  
>> sorry to bother you another time but i just seeing some examples found  
>> in google about texture maps transparencies and i think i am doing the  
>> same.  
>>  
>> My code is a little big (is part of a more big program) so i put some  
>> important lines.  
>> (I have one IDLgrModel and put a polygon with a texture\_map and a simple  
>> IDLgrImage.)  
>>  
>>  
>> -First i create two IDLgrImage ('oXImage' and 'ximage'. 'oXImage' will  
>> be a texture map and 'ximage' will be a simple image put on a  
>> IDLgrModel):  
>>  
>> Note: The first data i put into image DATA is not an alpha image. I  
>> create later this.  
>>  
>> ;Imagen corte X  
>> img\_x\_data = data\_vol[0,\*,\*]  
>> img\_x\_data = REFORM(img\_x\_data, sizes[1], sizes[2])

```

>> oXImage = OBJ_NEW('IDLgrImage', img_x_data, $
>>   XCOORD_CONV=xconv, YCOORD_CONV=yconv, ZCOORD_CONV=zconv, $
>>   PALETTE=sEstado.oPalPolygon, BLEND_FUNCTION=[3,4])
>> sEstado.oXSlidelImage = oXImage
>> sEstado.oHolderTemp->Add, oXImage
>>
>> ximage = OBJ_NEW('IDLgrImage', img_x_data, $
>>   XCOORD_CONV=xconv, YCOORD_CONV=yconv, ZCOORD_CONV=zconv, $
>>   PALETTE=sEstado.oPalPolygon, BLEND_FUNCTION=[3,4])
>> sEstado.oTopModelVol->Add, ximage
>> sEstado.ximage=ximage
>>
>>
>> -Then i create one IDLgrPolygon and assing oXImage as a texture_map:
>>
>> oXSlide = OBJ_NEW('IDLgrPolygon', COLOR=[255,255,255], $
>>   [[0,0,0],[0,y,0],[0,y,z],[0,0,z],[0,0,0]], $
>>   THICK=2, STYLE=2, $
>>   XCOORD_CONV=xconv, YCOORD_CONV=yconv, ZCOORD_CONV=zconv, $
>>   TEXTURE_MAP=oXImage, TEXTURE_COORD=[[0,0], [1,0], [1,1],[0,1],
>>   [0,0]])
>> sEstado.oVolumeModelVol->Add, oXSlide
>> sEstado.oXSlide = oXSlide
>>
>> -Final when i move the polygon i caught some data, convert to alpha
>> image and assign to both texture_map image and simple image:
>>
>> ...
>> c[*,*,0] = red(img_x_data[*,*])
>> c[*,*,1] = green(img_x_data[*,*])
>> c[*,*,2] = blue(img_x_data[*,*])
>> c[*,*,3] = 100
>>
>> sEstado.ximage->SetProperty, DATA=c, INTERLEAVE=2, $
>>   XCOORD_CONV=xconv, YCOORD_CONV=yconv, ZCOORD_CONV=zconv
>> sEstado.oXSlidelImage->SetProperty, DATA=c, INTERLEAVE=2, $
>>   XCOORD_CONV=xconv, YCOORD_CONV=yconv, ZCOORD_CONV=zconv
>>
>>
>> The result is: the simple image put on the IDLgrModel is transparent but
>> the texture map not.
>>
>> I think it is the same as all examples.
>>
>>
>> Well, if you arrive here a lot of thanks for your patient and time :)
>>
>> -----

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>> Antonio.

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