
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 arn't trsnaparent among
> them, but when i a 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.oXSlideImage = 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.oXSlideImage->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 :)
>>
>> -----

```

>> Antonio.

>>

>
