
Subject: Re: Is it possible a transparent image in space ???
Posted by [Antonio Santiago](#) on Wed, 31 Mar 2004 09:02:44 GMT
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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.
