
Subject: Re: IDLgrSurface with transparent lines?
Posted by [Antonio Santiago](#) on Thu, 29 Apr 2004 15:45:43 GMT
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Hi Karl,

thanks for your code, it has been a lot of usefull.

But really i want something like the next code, but instead with a texture map image i want use the vert_colors options. In the next code i draw a texture map image with lines in the IDLgrSurface. If you change the ";" to use vert_colors and ommit texture_map then the IDLgrSurface is drawn without transparence.

i would like can specifie a level of transparence in the colors of IDLgrSurface (if possible).

Thanks for your time.
Antonio

pro test

```
img = BYTARR(4,2,2)
img[1,*,*] = 255 ; green
img[3,*,*] = 200 ; alpha
```

```
oTexture = OBJ_NEW('IDLgrImage', img, BLEND_FUNCTION=[3,4]
READ_JPEG, FILEPATH('rose.jpg', SUBDIR=['examples','data']), img, /TRUE
```

```
s = SIZE(img, /DIMENSIONS)
img2 = BYTARR(s[0]+1, s[1], s[2])
```

```
img2[0:2, *, *] = img
img2[3, *, *] = 100
```

```
oTexture2 = OBJ_NEW('IDLgrImage', img2, BLEND_FUNCTION=[3,4])
```

```
oSurface = OBJ_NEW('IDLgrSurface', DIST(45), $
    COLOR=[255,255,255], STYLE=1, THICK=2, $
TEXTURE_MAP=oTexture2, TEXTURE_COORD=[[0,0],[1,0],[1,1],[0,1]])
;VERT_COLORS=[90,90,90,90, 150,150,150,150, 200,200,200,200])
```

```
oPolygon = OBJ_NEW('IDLgrPolygon', [0,1,1,0]*45, [0,0,1,1]*45, $
    COLOR=[255,255,255], TEXTURE_MAP=oTexture, $
```

```
    TEXTURE_COORD=[[0,0],[1,0],[1,1],[0,1]])
oModel = OBJ_NEW('IDLgrModel')
oModel->Add, [oPolygon, oSurface]
XOBJVIEW, oModel
end
```
