
Subject: semi-transparent colors and z buffer

Posted by [patrick.gatlin](#) on Fri, 25 Jun 2004 20:10:15 GMT

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I am using the map_set and plots command to create an image through the Z buffer. I have 2 datasets to be semi-transparently overlayed onto the map. But when this is done the data overlays the map, hiding the map data. Have searched around the web and seen several transparency examples, but I cannot seem to get any of them to work. Any suggestions?

```
;-----  
;----Color table  
r=BYTARR(256) & g=BYTARR(256) & b=BYTARR(256)  
r[0]=0 & g[0]=0 & b[0]=0      ;Definition of black  
r[1]=100 & g[1]=100 & b[1]=255 ;Definition of blue  
r[2]=0 & g[2]=255 & b[2]=0      ;Definition of green  
r[3]=255 & g[3]=255 & b[3]=0    ;Definition of yellow  
r[4]=255 & g[4]=0 & b[4]=0      ;Definition of red  
r[255]=255 & g[255]=255 & b[255]=255 ;Definition of white  
TVLCT, r, g, b  
black=0 & blue=1 & green=2 & yellow=3 & red=4 & white=255  
  
;----Plot  
thisDevice=!D.Name  
xsize=500 & ysize=500  
set_plot,'z'  
device,set_resolution[xsize,ysize],z_buffer=0  
erase,white  
map_set,x,y,[xmin,ymin,xmax,ymax],color=black,/noborder ;base image  
;these next 2 overlays need to be semi-transparent  
plots,lon,lat,psym=1,symsize=0.1,color=red,/data ;overlay 1  
plots,lon2,lat2,psym=2,symsize=0.5,color=blue,/data ;overlay 2  
snapshot=tvrd()  
device,z_buffer=1  
write_jpeg,file,snapshot  
set_plot,thisDevice  
;-----
```
