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Subject: Re: overcome postscript transparency ?  
Posted by [Haje Korth](#) on Mon, 23 Aug 2004 11:47:28 GMT  
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Klemens,  
AFAIK, transparency is only possible in Level 3 format and IDL does not support it. I ran into this problem when trying to bring some alpha blended objects to paper. Result: NOT POSSIBLE!

Cheers,  
Haje

"Klemens Barfus" <klemens.barfus@forst.tu-dresden.de> wrote in message news:2otkkhFdsdjoU1@uni-berlin.de...

> Hello David,  
> there seems to be the possibility for transparency in postscript plots.  
> Googling I found something called the alpha transparency described for  
> example in  
> [www.tinaja.com/glib/alphadem.pdf](http://www.tinaja.com/glib/alphadem.pdf)  
> The question is now: is there keyword in IDL to change these  
> transparency ? Or do I have to change / can I change the transparency in  
> the postscript file, when I open it with the text editor ?  
> Searching for the word alpha in the postscript file, I have not found it.  
> - by the way: I use IDL Version 5.2.1 -  
>  
> Thanks for your help !  
>  
> Klemens  
>  
>  
> David Fanning wrote:  
>> Klemens Barfus writes:  
>>  
>>  
>>> is there any chance to overcome the transparency of postscript plots.  
>>> Making a 3 dimensional plot, the post script output looks bad because of  
>>> the transparency of the -poly- filled areas. But I do not know in  
>>> advance, which areas have to be plotted because they can be seen in the  
>>> completed plot. Otherwise, the same plot in tif format looks bad even if  
>>> I scale up the window to 2400 x 2400 pixel, especially the font, but the  
>>> lines, too.  
>>> -working with direct graphics-  
>>> Any suggestions ?  
>>  
>>  
>> As far as I know, there is no "transparency" in PostScript  
>> output. If you are having problems with this, it is

>> probably due to the order in which things are being  
>> drawn. Can we see some code? A picture of a plot?  
>> Something that might give us a clue?  
>>  
>> Cheers,  
>>  
>> David  
>>  
>

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