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Subject: Re: Color behavior when using TEXTURE MAP  
Posted by [Jesus Dominguez](#) on Wed, 02 Feb 2005 09:18:37 GMT  
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Thanks for your answer Robert. It helped understand more. My problem, anyway, is that i want the image to be the background.

In your example code create a smaller image and add the following line:  
themodel->add,oimage ;before adding r and s to the model

You will see that now 0 is no longer opaque, but transparent to the background.

What i want to achieve is a polygon that is opaque with 0 and transparent to the background with 255, just like using the keyword ALPHA\_CHANNEL in IDL 6.1. Any comment will be apreciated!  
Best regards,  
Jesus

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