
Subject: Color behavior when using TEXTURE_MAP
Posted by [Jesus Dominguez](#) on Tue, 01 Feb 2005 11:53:32 GMT
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Hello all,

I'm trying to use translucent polygons and i have read a lot about it in the list already. Still, i cannot get the colors i desire for my polygons. I have written here a small example where i read a tiff image and try to draw an opaque rectangle setting an alpha channel of 255 for the image. I try to draw a white rectangle but i get a grey one! If i draw to a window, instead of a widget_draw i get black! I have tried to change background colors but i don't get it. Using IDL 6.1 this is easy to do through the keyword ALPHA_CHANNEL, but i cannot imitate this behavior using IDL 6.0, (no ALPHA_CHANNEL for IDLgrPolygon).

Can anybody tell me what i'm missing? Thanks in advance!

PRO testPolygon, image, wDraw

;Read the image

```
ok = QUERY_TIFF(image,s)
IF ~ok then MESSAGE,'Error reading tiff file'
sImage=READ_TIFF(image)
```

;Create an alpha channel (opaque)

```
alphaChannel=bytarr(1,s.dimensions(0),s.dimensions(1))+255
optlImage=[sImage,alphaChannel]
```

;Create image object and add to the model

```
ImgObj=OBJ_NEW('IDLgrImage',optlImage,dimensions=[s.dimension s(0),s.dimensions(1)])
oModel=OBJ_NEW('IDLgrModel')
oModel->Add,ImgObj
```

;Create rectangle

```
PolObj=OBJ_NEW('IDLgrPolygon',[0,100,100,0,0],[0,0,100,100,0 ],$
TEXTURE_MAP=ImgObj,$
TEXTURE_COORD=[[0,100,100,0,0]/s.dimensions(0),[0,0,100,100, 0]/s.dimensions(1)],
$
COLOR=[255,255,255])
```

;Add to the model

```
oModel->Add,PolObj
```

;Create view and add to the model

```
oView=OBJ_NEW('IDLgrView',VIEWPLANE_RECT=[0,0,s.dimensions(0 ),s.dimensions(1)])
oView->Add,oModel
```

;Draw in the widget_draw given

```
widget_control,wDraw,get_value=oWindow
```

`oWindow->Draw,oView`

`END`
