
Subject: Re: mosaic two images in direct graphics

Posted by [David Fanning](#) on Thu, 09 Jun 2005 20:35:20 GMT

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Sebastian Walter writes:

> Thanks for your reply. I don't have access to the book. My problem is to
> draw the images, but not to draw a specific color (black in my case). The
> images are generated using MAP_PATCH (there is no other way, like
> MAP_IMAGE, which would lead to a mask -- AFAIK), so there is plenty of
> black surrounding the orbit strips of the satellite.
>
> The only application of the Z buffer that i can imagine in this case would
> be to draw the images in Z buffer, read them back in an array of images
> (or a structure), and then add and scale them before displaying again.
> This would lead to some kind of transparency (but would even "merge" the
> overlapping images together). Isn't there a more direct way just for not
> drawing black?

If the "colored" part of the images don't overlap, and the
black pixels have a 0 value, then something as simple as
this would work:

TV, image1 > image2 > image3

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
