
Subject: Re: mosaic two images in direct graphics
Posted by [Sebastian](#) on Thu, 09 Jun 2005 20:13:30 GMT
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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?

Any help is greatly appreciated.
sebastian

On Thu, 9 Jun 2005, Chi-Kuei Wang wrote:

> It seems to me that you need to draw in Z buffer (in order to use
> transparency) and copy the resultant image to the display window. If you have
> a hold of David Fanning's book, there is a similar example to follow.
