
Subject: Re: mosaic two images in direct graphics
Posted by [Chi-Kuei Wang](#) on Thu, 09 Jun 2005 16:15:24 GMT
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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.

Chi-Kuei

Sebastian wrote:

> Hello group,
>
> i have a problem merging two images together, and couldn't find
> information for a solution.
>
> My problem:
>
> i have two (or even more) images of irregular shape (in fact, they are
> referenced orbits of a satellite), the rest of the image is black.
> i want to draw the two images using direct graphics. If i just use TV or
> TVSCL, the surrounding (black) part of the image overplots the first
> image, so i can't see both orbits.
> The technique of simply adding the arrays is not satisfying as i want to
> add many images with different sizes and i do not want to process them
> individually.
>
> My approach would be to te tell TV not to draw the black color, that
> would be sufficient. Some sort of transparency would solve my problem as
> well.
>
> If it is possible in object graphics for sure, i am willing to transfer
> my program to that....
>
> some advice??? Thanks in advance!
>
> Viele Gruesse
> Sebastian
