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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

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