
Subject: Re: IDLgrImage color table and alpha channel ??

Posted by [Karl Schultz](#) on Tue, 26 Jul 2005 17:26:45 GMT

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On Tue, 26 Jul 2005 15:03:34 +0200, Antonio Santiago wrote:

> Hi,
> I want an IDLgrImage that use a palette and has alpha channel, that is a
> DATA=[2xWxH].
> I am reading IDLgrImage documentation and I don't see it will be
> possible. I am wrong?? I don't want to do a wrapper class and then know
> it is possible :)
>
> Thanks, bye.

No, that is not supported.

The first channel in a two-channel image is a luminance channel.

You'll have to expand your color index into an
RGB triplet via your color table and make a [4xWxH] image array. It is
not difficult, but will require more space.

Karl
