
Subject: Re: Displaying three images simultaneously (using Object Graphics)

Posted by [Victor\[1\]](#) on Tue, 08 Nov 2005 18:10:07 GMT

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Thanks for the suggestion David. Yes there is a definite reason for doing so. I could have mentioned this in my previous post, but for the sake of brevity, I didn't. Well.. The three images im1, im2 and im3 are created using object graphics (using the concept of alpha channels.)

Now, im1, im2 and im3 are supposed to be separately overlaid on a background image (say imback - and imback, im1, im2 and im3 all have the same dimensions.) There is also a colorbar graphics object which finally needs to show up on the side of these 3 overlaid images.

So..... suggestions please ! Could you please guide me how !P.Multi work in object graphics (maybe, specifically in my case)?

Thanks,
- Vaibhav

David Fanning wrote:

> Victor writes:

>

>

>> I have 3 images (im1,im2,im3) which I need to display on XObjView (or

>> any alternate object graphics viewer).

>

> Any particular reason these have to be displayed in object graphics?

> In direct graphics I would do this:

>

> !P.Multi=[0,3,1]

> TVImage, im1

> TVImage, im2

> TVImage, im3

> !P.Multi=0

>

> Cheers,

>

> David

> --

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