
Subject: Re: polyfill with transparent colors
Posted by [David Fanning](#) on Fri, 13 Jun 2008 19:18:02 GMT
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cgoethel@igpp.ucla.edu writes:

> I have a linear plot that I would like to draw a polygon on top of,
> but still be able to see the underlying plot. Currently, the polygon
> is drawn on top of the existing plot, but the color is not transparent
> so you cannot see the data that is below the polygon. I cannot draw
> the polygon first and then redraw the plot using oplot (the routine to
> draw the plot is not mine, complex, so can't be modified to use oplot
> rather than plot). Any suggestions?

Roll your own alpha channel image. Here is an example
of how you can do it. You will need a couple of Coyote
Library programs to run the code:

<http://www.dfanning.com/programs/coyoteprograms.zip>

Cheers,

David

;-----
PRO Transparent_Polygon

```
; Create some data.
signal = LoadData(1)
time = Findgen(N_Elements(signal)) * 6.0 / N_Elements(signal)
```

```
; Create some windows.
Window, Title='Data Window', XSIZE=400, YSIZE=400, /FREE
dataWin = !D.Window
Window, XSIZE=400, YSIZE=400, /FREE, /PIXMAP
pixmapWin = !D.Window
```

```
; Draw plot in data window.
WSet, dataWin
Plot, time, signal, BACKGROUND=FSC_Color('ivory'), $
    COLOR=FSC_Color('navy'), $
    /NODATA, XTitle='Time', YTitle='Signal Strength'
OPLOT, time, signal, THICK=2, COLOR=FSC_Color('cornflower blue')
OPLOT, time, signal, PSYM=2, COLOR=FSC_Color('olive')
```

```
; Take a snapshot.
win1 = TVREAD(TRUE=3)
```

```
; Copy data window and draw a polygon in the pixmap window.
```

```
WSet, pixmapWin
```

```
DEVICE, COPY=[0,0,400, 400, 0, 0, dataWin]
```

```
POLYFILL, [0.3, 0.65, 0.5, 0.25, 0.30], $  
          [0.27, 0.32, 0.75, 0.62, 0.27], /NORMAL, $  
          COLOR=FSC_COLOR('deep pink')
```

```
; Take a snapshot of this window, then delete it.
```

```
win2 = TVREAD(TRUE=3)
```

```
WDelete, pixmapWin
```

```
; Use a half-transparent alpha.
```

```
alpha = 0.5
```

```
Window, Title='Transparent Window', XSIZE=400, YSIZE=400, /FREE
```

```
TV, (win2 * alpha) + (1 - alpha) * win1, TRUE=3
```

```
END
```

```
;-----
```

```
--
```

David Fanning, Ph.D.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
