
Subject: Re: Transparency in object_graphics

Posted by [Michael Galloy](#) on Tue, 13 Jan 2009 23:21:45 GMT

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On Jan 13, 10:35 am, "dcl...@gmail.com" <dcl...@gmail.com> wrote:

> All,

> Hopefully I'm missing something obvious. IDL's help pages indicate
> that its possible to get a 4-channel image using the IMAGE_DATA
> keyword to IDLgrWindow:GetProperty and IDLgrBuffer::GetProperty
> methods. Yet, whenever I try I end up with a 3-channel (RGB) image
> despite the fact that I'm successfully using transparency in the
> images I'm producing.

The help pages definitely seem to indicate this is possible, but I
can't get it to. I tried the read method too, but no luck.

Mike

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