

---

Subject: Transparency in object\_graphics

Posted by [dcleon@gmail.com](mailto:dcleon@gmail.com) on Tue, 13 Jan 2009 17:35:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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.

Does anyone know if its possible to get 4-channel output through the IMAGE\_DATA property ? What causes transparency to be disabled in IDLgrWindow or IDLgrBuffer when it was being used in the graphics tree being drawn ?

My goal is to output plots with transparent backgrounds using WRITE\_PNG (I'm aware that this will require conversion to an indexed color model). Since the background color gets blended with the some of the graphics elements it doesn't work to simply include the background color in the TRANSPARENT array on the call to WRITE\_PNG.

Thanks.  
dave

---