
Subject: Re: simple IDLgrImage 4xNxM problem
Posted by [natha](#) on Thu, 26 Mar 2009 19:00:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok, I found the problem....

```
a = BYTARR(4,100,100)
a[0,*,*] = 255b
a[3,*,*] = 255b
```

```
image->SetProperty, DATA=a, BLEND_FUNCTION=[3,4], $
LOCATION=[50,50], DIMENSIONS=[125,125]
```

Cheers,
llo
