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Subject: simple IDLgrImage 4xNxM problem  
Posted by [natha](#) on Thu, 26 Mar 2009 18:40:10 GMT  
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Hi folks,

I'm Trying to draw a simple semi-transparent red square. I use the BLEND\_FUNCTION property and I set the data in the IDLgrImage as a 4xNxN matrix (red-green-blue-alpha values).

Why the following code doesn't works ?

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```
base=WIDGET_BASE(/COLUMN, /FRAME)
wDraw=WIDGET_DRAW(base, XSIZE=500, YSIZE=500, GRAPHICS_LEVEL=2)
WIDGET_CONTROL, base, XOFFSET=100, YOFFSET=100, /REALIZE
WIDGET_CONTROL, wDraw, GET_VALUE=wid
wid->SetProperty, QUALITY=2
oWindow=wid
viewplane_rect=[0., 0., 500., 500.]
oView = OBJ_NEW('IDLgrView', VIEWPLANE_RECT = viewplane_rect, COLOR=
[255,255,255])
oModel = OBJ_NEW('IDLgrModel')
oView->Add, oModel

image=OBJ_NEW('IDLgrImage')
oModel->Add, image

data=FLTARR(125,125)
data[0,*,*]=255
data[3,*,*]=0.5

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

oWindow->Draw, oView
```

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It should works but there is no result.  
Can anybody help me ??

Help me,  
Ilo

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