
Subject: Re: How to create a transparent shadow on the PostScript device?

Posted by duxiyu@gmail.com on Tue, 11 Aug 2009 11:44:49 GMT

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

I am sorry that I still do not know how to do that.

Could you give me an example?

The example in your website is as follow, and I just want to get the same figure in PS device.

PRO Transparent_Polygon

```
WINDOWSIZE=400

; Create some data.
signal = LoadData(1) - 15
time = Findgen(N_Elements(signal)) * 6.0 / N_Elements(signal)

; Create some windows.
Window, Title='Data Window', XSIZE=WINDOWSIZE, YSIZE=WINDOWSIZE, $
    /FREE, XPOS=0, YPOS=0
dataWin = !D.Window
Window, Title='Polygon Window', XSIZE=WINDOWSIZE, YSIZE=WINDOWSIZE,
$
    /FREE, XPOS=WINDOWSIZE+10, YPOS=0
polyWin = !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.
background = TVREAD(TRUE=3)

; Copy data window and draw a polygon in the polygon window.
WSet, polyWin
DEVICE, COPY=[0, 0, WINDOWSIZE, WINDOWSIZE, 0, 0, dataWin]
POLYFILL, [ 0, 6, 6, 0, 0], $
    [-5, -5, 5, 5, -5], /DATA, $
    COLOR=FSC_COLOR('deep pink')

; Take a snapshot of this window, then delete it.
foreground = TVREAD(TRUE=3)
```

```
; Use a 25% transparent alpha.  
alpha = 0.25  
Window, Title='Transparent Polygon Window', XSIZE=WINDOWSIZE,  
Ysize=WINDOWSIZE, $  
    XPOS=2*WINDOWSIZE+20, YPOS=0, /FREE  
TV, (foreground * alpha) + (1 - alpha) * background, TRUE=3  
  
END
```

On Aug 10, 4:45 pm, Craig Markwardt <craig.markwa...@gmail.com> wrote:

> On Aug 10, 8:28 am, "dux...@gmail.com" <dux...@gmail.com> wrote:

>

>> Hi, all.

>

>> There is a method to create a transparent polygen in David's
website.http://www.dfanning.com/code_tips/transpoly.html

>

>> But it seems that it does not work on the PS device.

>> Is there anyone who can give me a simple example of creating a

>> transparent shadow on the PS device?

>

> David's technique requires that your program can interact with the
> output device, which does not happen for postscript output.

>

> Postscript does not have specific transparency options. You would
> basically need to render your full scene on the screen, or in a Z
> buffer, and then print the resulting pixmap.

>

> Craig
