
Subject: Re: Reading 32-bit BMP (with an alpha channel) in IDL
Posted by [Brian Daniel](#) on Tue, 09 Mar 2010 22:09:40 GMT
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On Mar 9, 2:28 pm, David Fanning <n...@dfanning.com> wrote:

> Brian Daniel writes:

>> I have a set of BMP images I need to read in. They have 4 channels,
>> red, green, blue and alpha. Every commercial image viewer I have can
>> open them, including matlab. Now, I could go to the trouble to
>> convert them to 24-bit or another image format, but why should I
>> change? IDL should be able to read this standard input. Read_bmp.pro
>> explicitly states that it can only read 24-bit. Is there something
>> built-in I'm not seeing? Is there a coyote function that already does
>> it?

>

> Here is an article that explains what is happening:

>

> http://www.dfanning.com/ip_tips/transparentpng.html

>

> TVImage will display these images correctly. :-)

>

> Cheers,

>

> David

>

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

> Sepore ma de ni thue. ("Perhaps thos speakest truth.")

I appreciate the ability to display alpha banded images. TVImage is extremely useful. However, I was trying to read BMPs with alpha channels, and read_bmp.pro just doesn't cut it. I added a case for a 32 bit/pixel situation and added a dimension to the readu statement. Its a small fix, but why didn't ITTVis put this in read_bmp.pro? Alpha channel images are a standard format!