
Subject: Re: Reading 32-bit BMP (with an alpha channel) in IDL
Posted by [David Fanning](#) on Tue, 09 Mar 2010 19:28:08 GMT
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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

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

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