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Subject: Reading 32-bit BMP (with an alpha channel) in IDL

Posted by [Brian Daniel](#) on Tue, 09 Mar 2010 18:59:08 GMT

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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?

-Brian

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