
Subject: Re: overlaying a transparent 24-bit image with different pixel scale

Posted by [David Fanning](#) on Fri, 29 Oct 2010 19:24:00 GMT

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Jeremy Bailin writes:

> Yes, that would work for me! I think having the option of reading it
> straight from the display, when available, would also be great.

Humm. This is a little more complicated than I expected it to be. The code is not structured with this in mind, and I am reluctant to undergo big structural changes to such an important program. It might be possible, but I want to move slowly.

I should think, though, that you might be able to work some kind of solution out with BlendImage.

Cheers,

David

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
