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

Posted by [Jeremy Bailin](#) on Fri, 29 Oct 2010 18:44:18 GMT

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On Oct 29, 2:36 pm, David Fanning <n...@dfanning.com> wrote:

> Jeremy Bailin writes:

>> I can calculate the appropriate normalized coordinates corresponding  
>> to the corners of where the image should be placed. I've tried feeding  
>> that and the 24-bit image into TVIMAGE, but it uses a white background  
>> for the alpha channel, not what already exists on the display. And  
>> David's example for overlaying things ([http://www.dfanning.com/ip\\_tips/transparentpng.html](http://www.dfanning.com/ip_tips/transparentpng.html)) assumes a relative pixel scale of 1.

>

> Well, a new keyword will probably fix that up! :-)

>

> I was going to make a change to TVImage today anyway,  
> so I might as well do this at the same time. My only  
> concern is that if I take what's in the display window  
> as the background for the alpha channel, this will NOT  
> make it possible to display the image in PostScript.  
> (No window to read from.) Is this a limitation you  
> can live with?

>

> Cheers,

>

> David

>

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

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

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

Unfortunately, that's kind of essential. :-( So I think rolling my own is going to be necessary anyway... though it would certainly be a good thing to have in TVIMAGE, even I can't use it today!

Since the background is something that I generate myself, I can fake the output of TVRD by putting the 8-bit image through the colour table. I should be okay as long as I can keep track of all the different coordinates in several different coordinate systems on a Friday afternoon. ;-)

-Jeremy.

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