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

Posted by [David Fanning](#) on Fri, 29 Oct 2010 18:36:34 GMT

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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

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

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

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