
Subject: Re: Alpha blending with object graphics - different color palettes do not work

Posted by [djh](#) on Wed, 04 May 2011 16:43:33 GMT

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On May 4, 4:11 am, LNpellen <lnpel...@gmail.com> wrote:

```
> This is how I create the alphaDose:
> alphaDose = BYTARR(2, size[0], size[1], /NOZERO)
> alphaDose[0,*,*]=dose
> alphaDose[1,*,*]=255*alpha ; where alpha is a factor between 0 and 1
```

I ran into this last year.

Try converting alphaDose into a [4,n,m] array to use in the overlay image:

```
alphaDose = Reform( alphaDose, [1, size[0], size[1] ], /overwrite )
oPaletteDose->GetProperty, red_values = r, green_values = g,
blue_values = b
alphaDose4 = [ r[alphaDose], g[alphaDose], b[alphaDose], alphaDose ]
alphaDose4[3,*,*] = 255*alpha
```

The background image can still use the palette.

Don
