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

Posted by David Fanning on Wed, 04 May 2011 16:33:17 GMT

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Karl writes:

> As far as being in indexed mode goes, I don't think that the
> DECOMPOSED setting affects the way IDLgrWindows are created.  (not
> sure).  But you don't need to have an Indexed destination to use
> palettes in images.

Right. Nor do you want to use indexed color if you work
with Coyote Graphics image commands, although these commands
are a little more tolerant of conservative scientists
who learned to program in the 1970s and will let you
get away with it. Internally, though, the Coyote Graphics
commands *always* work in decomposed color if it is at
all possible. (It's not always possible, except on versions
of IDL starting in IDL 7.1 and higher.)

This is more or less the reason cgImage can display
images with alpha channels and with image transparency.

Cheers,

David


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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")