Subject: Re: Alpha blending with object graphics - different color palettes do not work
Posted by Karl[1] on Wed, 04 May 2011 16:17:27 GMT
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On May 4, 6:30 am, David Fanning <n...@idlcoyote.com> wrote:
> LNpellen writes:
>> Why isn't the rainbow (LoadCT, 13) working for me?
>
> I would guess because you are using indexed color mode.
> You do not EVER want to use indexed color when you are
> working with object graphics.
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.idlcoyote.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

The IDL docs for IDLgrImage say this for the image data parm:

"An n x m greyscale image, or a 2 x n x m, n x 2 x m, or n x m x 2 greyscale image with an alpha channel. (The alpha channel is ignored if the destination device uses indexed color mode.)"

So this is considered a Luminance-Alpha image. The first channel is a luminance (greyscale) channel. Greyscale images do not perform color lookup through a palette. That is why setting the palette to rainbow had no effect.

Is the dose map going to be displayed with a constant alpha, or a per-pixel alpha, where the alpha value could be different for each pixel?

It *looks* like you want a constant alpha because you are filling the alpha channel of the dose image with a constant (alpha * 255). You don't need alpha data in the image if you want to apply constant alpha with the ALPHA_CHANNEL property.

If the alpha is constant, you should just go back to a single channel image and use that as an "indexed image" in conjunction with the palette and use the ALPHA_CHANNEL property to set the global constant alpha to 0.5 or whatever.

That should display your dose image with the color palette and half-transparent.

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.
