
Subject: Re: Black background in IDL 8.1 map projections?

Posted by [Mark Piper](#) on Mon, 26 Sep 2011 15:35:24 GMT

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On 9/25/2011 7:32 PM, nata wrote:

> I get something similar when I try to save Post Scripts with
> transparency. PS does not support transparency and converts the alpha
> channel to black. Sometimes I have 2 IDLgrImages, one with completely
> transparent pixels over another image. I have to take both images and
> blend them if I want to create a PS. In your case, I don't know how you
> could solve the problem because I don't like NG and I never use
> them :)
>
> nata

Yes, as nata explains, this is a consequence of how PostScript handles transparency.

The workaround is to set BITMAP=1 when saving the graphic.
Unfortunately, this explodes the file size.

For future reference, this is logged as CR 62485.

mp
