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 completly
- > tranparent pixels over another image. I have to take both images and
- > blend them if I want to create a PS. In you 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