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

Posted by [natha](#) on Mon, 26 Sep 2011 01:32:57 GMT

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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 :)

natha

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