Subject: Re: new graphics legend function: problems with symbol fill color
Posted by DavidF[1] on Thu, 25 Oct 2012 21:32:01 GMT

Manodeep writes:

> All I needed was a semi-transparent colored region and IDL 8.0 function graphics was the easiest solution I came up with. Turns out, not so easy after all !!
>
> I will go back to my corner of Direct Graphics...

Yes, after my recent foray into semi-transparent images, it occurred to me that I probably know how to do "semi-transparent" in any position of the display. I've been thinking seriously about a Transparent keyword on cgPolygon. Just have to get a few minutes free to try it.

Cheers,

David