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Subject: Re: Transparent Overlay  
Posted by [moadeep](#) on Fri, 16 Nov 2012 16:10:54 GMT  
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Hi David, your solution worked a treat (again). Thanks

On Friday, 16 November 2012 13:21:13 UTC, David Fanning wrote:

> j.robinson.10@aberdeen.ac.uk writes:

>

>

>

>> I am using IDL 6.4 and would like to overlay a subtraction image with a red colorscale (CTIndex = 3) over a grayscale image. I have tried using David Fannings cgImage and cgTransparentImage but this does not work and I receive the message -- alpha blending requires IDL 6.5 or newer versions.

>

>>

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>> Is there an alternative approach I can use

>

>

>

> That restriction is because the Z-graphics buffer was still

>

> an 8-bit only buffer in IDL 6.4, and I needed its 24-bit

>

> abilities to do alpha blending. But, I can probably

>

> do the same thing in a pixmap. Try this version of

>

> cgImage and let me know. I don't have these old versions

>

> of IDL still available for testing.

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> <http://www.idlcoyote.com/misc/cgimage.pro>

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> Cheers,

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> David

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>  
> David Fanning, Ph.D.  
>  
> Fanning Software Consulting, Inc.  
>  
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
>  
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

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