
Subject: Re: cgblendimage without a window? - a bit stuck!
Posted by [George.millward](#) on Fri, 22 Mar 2013 16:09:37 GMT
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On Thursday, March 21, 2013 4:58:49 PM UTC-6, Phillip Bitzer wrote:

```
> Have you tried:
>
>
>
> set_plot,'Z'
>
> Device, Set_Resolution=[580, 590], Z_Buffer=0
>
> Erase
>
> cgBlendImage, snapshot2, snapshot, ALPHA=0.3
>
> void = cgSnapshot(FILENAME='test.png',/nodialog)
>
>
>
> See also:
>
> http://www.idlcoyote.com/graphics\_tips/nowindow.html
```

Philip

Perfect, thanks!!

I'd got as far as trying: device, xsize=580..... failed to spot 'set_resolution'.

Cheers

George.
