
Subject: Re: cgblendimage without a window? - a bit stuck!
Posted by [Phillip Bitzer](#) on Thu, 21 Mar 2013 22:58:49 GMT
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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
