
Subject: Re: Semi-transparent filled contours with direct graphics

Posted by [David Fanning](#) on Fri, 27 Feb 2015 20:10:38 GMT

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geogal34 writes:

> I've tried that, but I end up with things not being lined up and only part of the image. The images aren't the same size either. I've only had success getting the base image to display properly using map_patch and tvscl. I've been trying for 2 weeks.

Well, there you go, then. Too hard. I do note that cgImage has code built into it to make it easy to overlap images, contours, maps, etc. It has always worked for me. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
