

---

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

Posted by [geogal34](#) on Wed, 04 Mar 2015 18:59:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ok, I got it working earlier this week. I had myself so turned around trying too many different things. The weekend off and starting from scratch Monday got the problem solved rather quickly!

On Friday, February 27, 2015 at 3:10:42 PM UTC-5, David Fanning wrote:

> 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

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

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

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

---