
Subject: Re: IDLgrImage and the channel keyword
Posted by [ronn kling\[1\]](#) on Wed, 11 Mar 2015 10:16:08 GMT
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Tech support finally figured out what was happening here, and I am adding it to this post for future reference. The reason that it looked like subtractive color handling was due to my view background being white ([255,255,255]). It was this color that was being "OR'd" with the channel. All you have to do to get the correct behavior is to change the background color to black!!
