
Subject: Re: cgBlendImage, more than 2 images?
Posted by [David Fanning](#) on Fri, 03 Apr 2015 00:02:57 GMT
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sam.tushaus@gmail.com writes:

> Yes! That's what I was trying to do. I'm not sure where you're getting a, b, c, and d though - I'm not weighting each image by anything. I don't think it's necessary, from the documentation.

It's necessary. The values a, b, c, and d are numbers that sum to 1.0. I would do this the way Mike advices.

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.")
