
Subject: Transparent overlay in postscript cgimage
Posted by [David Klassen](#) on Wed, 18 Nov 2015 16:44:46 GMT
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So I'm trying to make a postscript output of a two-image overlay with color bar. The code I use to do this is:

```
ymult=1.15
cgdisplay,1080,540*ymult
cgimage,baimg,ct=0,position=[0,0,1,1/ymult],background=0
cgimage,bimg,transp=0,missing_index=0,ct=31,/brewer,$
alphafgposition=[0,0,1,1/ymult]
cgcolorbar,range=[0,0.5],format='(f0.4)',/top,ctindex=31,/br ewer,$
position=[0.10,0.90,0.95,0.93],xticks=8,color='white',$
title='Ice Cloud Optical Depth ('+textoidl(' \tau_{12.1 \mu m} ')+' )'
```

where bimg is the bytescaled version of my data overlay and baimge is the bytescaled version of my background albedo map. On screen this looks beautiful! And can use cgsnapshot to make it into a png file but the pixelated fonts, for some reason, really annoy me.

When I do a cgps_open,'test.eps' and then do these commands, it doesn't work and says I need an alphabackgroundimage but if I do that, the background image fills the display. And alphabgposition also causes an error.

What am I doing wrong?
