Subject: Re: Transparent overlay in postscript cgimage
Posted by David Klassen on Wed, 18 Nov 2015 19:22:17 GMT
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Thank you!

After posting I did find your gallery and was looking there and found the idea of writing everything to the Z buffer then reading it back out to make the postscript image, but that was also giving me the ugly fonts.

I see the trick now; write the background image to a window and position it, then read out the full window for a new background that does fill the display area. Neat!

- Dave

On Wednesday, November 18, 2015 at 12:20:30 PM UTC-5, David Fanning wrote:
>
> Probably getting things in the wrong order. :-)
>
> I'd try something like this:
>
> ymult=1.15
> baimg = cgDemoData(7)
> bimg = cgDemoData(5)
> cgdisplay,1080,540*ymult, /pixmap
> cgimage,baimg,ct=0,position=[0,0,1,1/ymult],background=0
> bgimage = cgsnapshot()
> wdelete
> cgps_open, 'imagetest.ps'
> cgdisplay,1080,540*ymult
> cgimage,bimg,transp=0,missing_index=0,ct=31,/brewer,$
>   alphafgposition=[0,0,1,1/ymult], alphabackgroundimage = bgimage
> 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} ')+')'
> cgps_close
> END
>
> --
> 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.")