
Subject: updating object graphics?

Posted by [mmiller3](#) on Mon, 11 Feb 2002 15:59:23 GMT

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I'm experimenting with object graphics by attempting to modify the alphablending example in the IDL 5.5 what's new docs (p 328 in the pdf version). I thought that a reasonable first thing to try would be to write something that let me change the transparency and update the image. As in, display base image and overlay with default transparency and then loop while I read a new transparency, update the alpha blending and overlay image. I'm stumped at trying to update the graphics display though.

Is there a way to modify a IDLgrImage and update the display? As far as I can tell, there is no way to update the image in IDLgrImage or to remove or replace an object in a IDLgrModel either. Is there a place where this sort of thing is written out in tutorial/users' guide form?

Mike

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