
Subject: Color behavior when using TEXTURE MAP
Posted by [robertschaefer](#) on Tue, 01 Feb 2005 16:25:09 GMT
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;Hello, try this code, i think it may help.
;s should be the opaque white obj. in the creation
;with idlgrpolygon you can set the color.
;attend the values in "image" for red, green and blue you
;have to set 255

 ; create 2 simple objects

```
vol=bytarr(10,10,10)
vol[1:8,1:8,1:8]=1
```

```
vol2=bytarr(10,10,10)
vol2[3:5,3:5,3:5]=1
```

```
isosurface, vol, 1, v, c
    s=obj_new('IDLgrPolygon', v, polygons=c, $
              color=[255b,255b,255b],shading=1)
```

```
isosurface, vol2, 1, v, c
    r=obj_new('IDLgrPolygon', v, polygons=c, $
              color=[0b,0b,255b],shading=1)
```

 ; create Alphachannel, you can choose from 0-255,
 ; 0 is completely opaque

```
image=BYTARR(4,256,256)
image[0,*]=REPLICATE(255b,256,256) ; red channel
image[1,*]=REPLICATE(255b,256,256) ; green channel
image[2,*]=REPLICATE(255b,256,256) ; blue channel
image[3,*]=REPLICATE(30,256,256) ; alpha channel
;image[3,*]=REPLICATE(200,256,256) ; alpha channel
```

 ; change the greyvalues to understand how it works

```
;image=BYTARR(4,256,256)
;image[0,*]=REPLICATE(255b,256,256) ; red channel
;image[1,*]=REPLICATE(0b,256,256) ; green channel
;image[2,*]=REPLICATE(0b,256,256) ; blue channel
;image[3,*]=REPLICATE(30,256,256) ; alpha channel
;
;image=BYTARR(4,256,256)
;image[0,*]=REPLICATE(0b,256,256) ; red channel
;image[1,*]=REPLICATE(0b,256,256) ; green channel
```

```
;image[2,*]=REPLICATE(255b,256,256) ; blue channel
;image[3,*]=REPLICATE(30,256,256) ; alpha channel

; create imageobj

oimage=OBJ_NEW('IDLgrIMAGE',image, INTERLEAVE=0, BLEND_FUNCTION=[3,4])

; set texture map to obj

s->setproperty,texture_map=oimage

; create model obj

theModel = Obj_New('IDLgrModel')

; add opaque and transparent obj to model

themodel->add,r
themodel->add,s

xobjview,theModel,/block
obj_destroy,themodel

end

;best regards, Robert
```
