
Subject: simple IDLgrImage 4xNxM problem
Posted by [natha](#) on Thu, 26 Mar 2009 18:40:10 GMT
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Hi folks,

I'm Trying to draw a simple semi-transparent red square. I use the BLEND_FUNCTION property and I set the data in the IDLgrImage as a 4xNxN matrix (red-green-blue-alpha values).

Why the following code doesn't works ?

```
-----  
base=WIDGET_BASE(/COLUMN, /FRAME)  
wDraw=WIDGET_DRAW(base, XSIZE=500, YSIZE=500, GRAPHICS_LEVEL=2)  
WIDGET_CONTROL, base, XOFFSET=100, YOFFSET=100, /REALIZE  
WIDGET_CONTROL, wDraw, GET_VALUE=wid  
wid->SetProperty, QUALITY=2  
oWindow=wid  
viewplane_rect=[0., 0., 500., 500.]  
oView = OBJ_NEW('IDLgrView', VIEWPLANE_RECT = viewplane_rect, COLOR=  
[255,255,255])  
oModel = OBJ_NEW('IDLgrModel')  
oView->Add, oModel  
  
image=OBJ_NEW('IDLgrImage')  
oModel->Add, image  
  
data=FLTARR(125,125)  
data[0,*]=255  
data[3,*]=0.5  
  
image->SetProperty, DATA=data, BLEND_FUNCTION=[3,4], $  
LOCATION=[50,50], DIMENSIONS=[125,125]  
  
oWindow->Draw, oView  
-----
```

It should works but there is no result.
Can anybody help me ??

Help me,
llo
