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Subject: Re: Reading 32-bit BMP (with an alpha channel) in IDL  
Posted by [David Fanning](#) on Tue, 09 Mar 2010 19:28:08 GMT  
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Brian Daniel writes:

> I have a set of BMP images I need to read in. They have 4 channels,  
> red, green, blue and alpha. Every commercial image viewer I have can  
> open them, including matlab. Now, I could go to the trouble to  
> convert them to 24-bit or another image format, but why should I  
> change? IDL should be able to read this standard input. Read\_bmp.pro  
> explicitly states that it can only read 24-bit. Is there something  
> built-in I'm not seeing? Is there a coyote function that already does  
> it?

Here is an article that explains what is happening:

[http://www.dfanning.com/ip\\_tips/transparentpng.html](http://www.dfanning.com/ip_tips/transparentpng.html)

TVImage will display these images correctly. :-)

Cheers,

David

--

David Fanning, Ph.D.  
Fanning Software Consulting, Inc.  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Sepore ma de ni thue. ("Perhaps thos speakest truth.")

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Subject: Re: Reading 32-bit BMP (with an alpha channel) in IDL  
Posted by [Brian Daniel](#) on Tue, 09 Mar 2010 22:09:40 GMT  
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On Mar 9, 2:28 pm, David Fanning <n...@dfanning.com> wrote:

> Brian Daniel writes:  
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> Fanning Software Consulting, Inc.  
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>  
> Sepore ma de ni thue. ("Perhaps thos speakest truth.")

I appreciate the ability to display alpha banded images. TVImage is extremely useful. However, I was trying to read BMPs with alpha channels, and read\_bmp.pro just doesn't cut it. I added a case for a 32 bit/pixel situation and added a dimension to the readu statement. Its a small fix, but why didn't ITTVis put this in read\_bmp.pro? Alpha channel images are a standard format!

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Subject: Re: Reading 32-bit BMP (with an alpha channel) in IDL  
Posted by [penteado](#) on Tue, 09 Mar 2010 22:58:43 GMT  
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On Mar 9, 7:09 pm, Brian Daniel <[Daniels...@yahoo.com](mailto:Daniels...@yahoo.com)> wrote:  
> I appreciate the ability to display alpha banded images. TVImage is  
> extremely useful. However, I was trying to read BMPs with alpha  
> channels, and read\_bmp.pro just doesn't cut it. I added a case for a  
> 32 bit/pixel situation and added a dimension to the readu statement.  
> Its a small fix, but why didn't ITTVis put this in read\_bmp.pro?  
> Alpha channel images are a standard format!

Have you tried iopen? I do not know if it uses an independent implementation, or just passes that work on to read\_bmp.

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