
Subject: transparency in direct graphics ?
Posted by [natha](#) on Tue, 08 Jun 2010 18:31:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi all,

Is it possible to create images with transparency using direct graphics ?
I know that using direct graphics, IDLgrImage accepts 4 x n x m arrays but I didn't find anything for direct graphics.

B.
