
Subject: Alpha blending with object graphics - different color palettes do not work

Posted by [LNpellen](#) on Wed, 04 May 2011 11:11:08 GMT

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Hi,

I'm trying to move from direct to object graphics and I have the following problem:

I want to display a CT image in greyscale overlayed with a colored dosemap.

The CT is an indexed image. The display seems fine: greyscale.
The dose map is also originally indexed, but I've converted it to a [2,n,m] bytarr to add the alpha channel.
The blending seems fine, but the palette is greyscale, not rainbow as I hoped for.

I have the RETAIN=2 defined in widget_draw

I have the DEVICE, RETAIN=2, DECOMPOSED=0 just after the XMANAGER part in the GUI file

I'm setting the palette both the CT image and the dose image

```
oPaletteCT->LoadCT, 0
```

```
oImageCT = OBJ_NEW('IDLgrImage', temp, PALETTE=oPaletteCT)
```

```
oPaletteDose->LoadCT, 13
```

```
oImageDose = OBJ_NEW('IDLgrImage', alphaDose, BLEND_FUNCTION = [3, 4], $
```

```
ALPHA_CHANNEL=0.50, PALETTE=oPaletteDose)
```

This is how I create the alphaDose:

```
alphaDose = BYTARR(2, size[0], size[1], /NOZERO)
```

```
alphaDose[0,*,*]=dose
```

```
alphaDose[1,*,*]=255*alpha ; where alpha is a factor between 0 and 1
```

Why isn't the rainbow (LoadCT, 13) working for me?

Best regards,

LNpellen
