
Subject: Re: Transparent Overlay

Posted by [David Fanning](#) on Fri, 16 Nov 2012 13:21:14 GMT

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j.robinson.10@aberdeen.ac.uk writes:

> I am using IDL 6.4 and would like to overlay a subtraction image with a red colorscale (CTIndex = 3) over a grayscale image. I have tried using David Fannings cglImage and cgTransparentImage but this does not work and I receive the message -- alpha blending requires IDL 6.5 or newer versions.

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> Is there an alternative approach I can use

That restriction is because the Z-graphics buffer was still an 8-bit only buffer in IDL 6.4, and I needed its 24-bit abilities to do alpha blending. But, I can probably do the same thing in a pixmap. Try this version of cglImage and let me know. I don't have these old versions of IDL still available for testing.

<http://www.idlcoyote.com/misc/cgimage.pro>

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 thou speakest truth.")

Subject: Re: Transparent Overlay

Posted by [moadeep](#) on Fri, 16 Nov 2012 16:10:54 GMT

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Hi David, your solution worked a treat (again). Thanks

On Friday, 16 November 2012 13:21:13 UTC, David Fanning wrote:

> j.robinson.10@aberdeen.ac.uk writes:

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