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Subject: Re: cgblendimage without a window? - a bit stuck!  
Posted by [Phillip Bitzer](#) on Thu, 21 Mar 2013 22:58:49 GMT  
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Have you tried:

```
set_plot,'Z'  
Device, Set_Resolution=[580, 590], Z_Buffer=0  
Erase  
cgBlendImage, snapshot2, snapshot, ALPHA=0.3  
void = cgSnapshot(FILENAME='test.png',/nodialog)
```

See also:  
[http://www.idlcoyote.com/graphics\\_tips/nowindow.html](http://www.idlcoyote.com/graphics_tips/nowindow.html)

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Subject: Re: cgblendimage without a window? - a bit stuck!  
Posted by [George.millward](#) on Fri, 22 Mar 2013 16:09:37 GMT  
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On Thursday, March 21, 2013 4:58:49 PM UTC-6, Phillip Bitzer wrote:

```
> Have you tried:  
>  
>  
>  
> set_plot,'Z'  
>  
> Device, Set_Resolution=[580, 590], Z_Buffer=0  
>  
> Erase  
>  
> cgBlendImage, snapshot2, snapshot, ALPHA=0.3  
>  
> void = cgSnapshot(FILENAME='test.png',/nodialog)  
>  
>  
>  
> See also:  
>  
> http://www.idlcoyote.com/graphics\_tips/nowindow.html
```

Philip

Perfect, thanks!!

I'd got as far as trying: device, xsize=580..... failed to spot 'set\_resolution'.

Cheers

George.

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