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l i v e c o d e

Making an Image Translucent Using AlphaData

This assumes you have a good understanding of how to manipulate `imageData` and `maskData`. If you don't, take a look at tip imag003 - Understanding ImageData, MaskData and AlphaData before continuing.

The following is an example of making an image 50% transparent using the `alphaData` property of an image. It is similar to setting the `ink` of an image to `blend` and then setting the `blendLevel`, but is useful to show how to manipulate the `alphaData` of an image.

```
on mouseUp
   put the imageData of image 1 into iData
   put the width of image 1 into tW
   put the height of image 1 into tH
   put empty into aData

   repeat with i = 1 to tH  -- iterate each row
     repeat with j = 1 to tW   -- iterate each column
       -- Set every pixel to be 50% transparent (1/2 of 255 = 128)
       put binaryEncode("C",128) after aData
     end repeat
   end repeat

   set the alphaData of image 1 to aData
   set the imageData of image 1 to iData
end mouseUp
```

This can be shortened further because you're using every pixel of the image, so you don't need to know the height and width of the image. Here's the shorter version (thanks, Sarah!):

```
on mouseUp
   put the imageData of image 1 into iData
   put empty into aData

   repeat for each char X in the alphaData of image 1  -- See Note below
     -- Set every pixel to be 50% transparent (1/2 of 255 = 128)
     put binaryEncode("C",128) after aData
   end repeat

   set the alphaData of image 1 to aData
   set the imageData of image 1 to iData
end mouseUp
```

> Note: Using this approach provides a way to iterate over the pixels using a `repeat for each` looping construct (which is much faster than a `repeat with` loop). Both `the maskData of` *image* and `the alphaData of` *image* will return a number of characters (a "length") that is the total number of pixels in the image (for a refresher on this, see imag003 - Understanding ImageData, MaskData and AlphaData .)
>
> So, since I could use either `the maskData of` *image* or `the alphaData of` *image*, I decided to use `the alphaData of` *image* to avoid confusion. Hope that's clear...

Have fun!

Posted 7/2/2002 by Ken Ray

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