
Subject: Weird 3-D warping woes

Posted by [Deb Summa](#) on Mon, 08 Dec 1997 08:00:00 GMT

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Here's an annoying problem that probably has a pretty simple solution which i can't see for the life of me.

I have a chunk of code that wraps an image around a cylinder. It does this using polyfill with the pattern and image_coord keywords in the z-buffer, then reads back the z-buffer and tv's it to the screen. The procedure works fine ..in most cases:)

I have another chunk of code in the same application that warps an image around a sphere. The code uses Map_Set, Map_Image and Map_Grid. This works fine too, always (well, near as i can tell).

The problem arises when i call the cylindrical warping function AFTER the spherical warping module has been called. The original image data is intact and accessible (i can tv to the screen). When I switch to the z-buffer and do the rendering, everything appears to go smoothly, but when i read back the image and TV it to the screen, the screen usually comes up blank.

Can anyone hazard a guess as to what's happening and how to fix the problem?

Deb Summa
