
Subject: Re: texture map irregularities OR pimento problems

Posted by [david\[2\]](#) on Fri, 22 Jun 2001 00:14:03 GMT

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Rick Towler writes:

> I have been experimenting using the alpha channel to represent confidence in
> a data set. I produce a polygon object representing the data and then
> texture map the polygon accordingly. But, I have run into an issue that I
> can't resolve.

I thought the exam for the IDL Expert Programmers Association
recruits was in September. When did it get moved up to June!?

Cheers,

David

P.S. Let's just say I'm glad I got grandfathered in, because
I don't think I could make it anymore. :-(

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