
Subject: Re: texture_coord

Posted by [David Fanning](#) on Sun, 04 Nov 2001 16:53:15 GMT

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Karl Schultz (kschultz@researchsystems.com) writes:

> I sent David an updated program that fixes the
> problem by fully specifying the texture coordinates.
> It wasn't so bad.

Indeed. I made a couple of modifications to the program to make it more general. And I found that a one-pixel border (instead of two) around the image was enough to be able to specify a surface color. (I worry whether this might be OpenGL-implementation specific, but it definitely works on my machine in every instance I've tried it.)

You can find the final program here:

http://www.dfanning.com/programs/texture_surface.pro

Try this:

```
IDL> Texture_Surface
```

Or, to position the image on the surface and color the rest of the surface a light gray color:

```
IDL> Texture_Surface, Position=[10, 5, 35, 30], $  
    BorderColor=[185, 185, 185]
```

An article that explains the details of this can be found here:

http://www.dfanning.com/ographics_tips/imgtex.html

Cheers,

David

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