Subject: Re: texture_coord
Posted by Pavel A. Romashkin on Fri, 02 Nov 2001 17:16:04 GMT

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As this thread became more and more technical, I am beginning to wonder:
isn't it easier to just create a temporary blank image that matches the
dimensions of the entire surface, then insert the sub-image into it,
then map it over the whole surface? Or does this just take all the fun
out of it?

Pavel

Harald von der Osten-Woldenburg wrote:

> I would like to map a jpeg-file onto a small part of a 3D-surface. It
> works fine if I consider the entire surface. But this is not what I want
> to have. The problem seems to be the array texture_coord.c