
Subject: Re: texture_coord

Posted by [Karl Schultz](#) on Fri, 02 Nov 2001 16:46:50 GMT

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"Mark Hadfield" <m.hadfield@niwa.cri.nz> wrote in message
news:001301c16348\$e4736f10\$d938a8c0@Hadfield...

> From: "David Fanning" <david@dfanning.com>

>> Mark Hadfield (m.hadfield@niwa.cri.nz) writes:

>>

>>> Your test image ('rose.jpg') is 227 x 149 pixels. Texture-map image

>>> dimensions are supposed to be a power of 2 (or so I was informed some
> time

>>> ago when I complained to RSI about misalignment problems). As I

> understand

>>> it, this is an OpenGL restriction.

>>

>> What does that mean? I am suppose to resize

>> my image before I put it on the surface?

>

> Yep.

>

IDL will scale it if you don't. But that scaling may not have been what you
wanted, and may have caused the misalignment problems?
