Subject: Re: texture_coord
Posted by David Fanning on Fri, 02 Nov 2001 15:09:45 GMT

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.

I hear from the usual reliable source that IDL will
automatically resize your input texture image
to a power of two, so you do not need to do this
yourself. It will also down-sample the image to
the maximum supported texture resolution on your
hardware automatically.

I thought something like this was happening,
because it really does do a fairly nice job
when you texture the entire surface.

Cheers,

David

--
David W. Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155