
Subject: Re: texture_coord

Posted by [David Fanning](#) on Fri, 02 Nov 2001 01:31:28 GMT

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

> I see that in your screenshots it is yellow. On my system it is dull green.
> Curious!

The color of the rest of the surface is somehow related to the colors used in the image, although in a way I haven't discovered as yet. I've tried to tweak corner pixels, etc. But I haven't found the magic pixel yet. (Any Diablo players out there?)

>> Second, the positioned image seems to have
>> problems around its edges.
>
> 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? Or that I should only put it on surfaces that have a power of 2 size? (This actually would make more sense to me, but I don't think it's what you mean.) Resizing images might have serious aspect ratio repercussions. :-)

Cheers,

David

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