Subject: Re: texture_coord
Posted by Mark Hadfield on Fri, 02 Nov 2001 01:07:11 GMT

From: "David Fanning" <david@dfanning.com>
> So we all remember how to do it, I've added an article to
> my web page:
>
>   http://www.dfanning.com/ographics_tips/imgtex.html
>
> I've also cobbled together an example program:
>
>   http://www.dfanning.com/programs/texture_surface.pro

Great work, David.

> Note that the article talks about a couple of unresolved
> issues. First, when I position the image as above, I don't
> seem to have control over what color the *rest* of the
> surface is.

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

> 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.

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