
Subject: Re: texture_coord

Posted by [David Fanning](#) on Fri, 02 Nov 2001 00:34:40 GMT

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Harald von der Osten-Woldenburg (hvdosten@lb.netic.de) writes:

> Thanks a lot to David and Karl. Now it works!!!!

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

To see how it works:

```
IDL> Texture_Surface
```

To call it with your own surface data and image, do something like this:

```
IDL> Texture_Surface, surfaceData, Image=myimage
```

I wrote the program so you could position the image at some coordinate location on the surface. So, for example, if your surface is a 41 by 41 array and you wish to put the image with its lower-left corner at (5,10) and its upper-right corner at (25,18) with respect to this surface. Then you can call the program like this:

```
IDL> Texture_Surface, Position=[5, 10, 25, 18]
```

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. Second, the positioned image seems to have problems around its edges. I suspect both of these problems may be related, but so far I have made no progress resolving them. I'm open to any and all ideas.

Oh, by the way, I think I was wrong about the resolution of the surface. Making the surface bigger does not seem to affect the resolution of the image on the surface at all.

Cheers,

David

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