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Subject: Re: texture\_coord

Posted by [David Fanning](#) on Thu, 01 Nov 2001 15:18:56 GMT

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

> maybe it's easier than I feel, but I don't came along with it:  
>  
> I would like to map a jpeg-file onto a small part of a 3D-surface. It  
> works fine if I consider the entire surface. But this is not what I want  
> to have. The problem seems to be the array texture\_coord.  
>  
> If the surface is of an array of - lets say - 1000 x 1200, how could I  
> map a jpeg-file onto this surface with the subsurface-grid-coordinates  
> [100, 50], [200,50], [200,300], [100,300]? And: I hope that the  
> jpeg-file can have a higher resolution than [100 x 250] pixels for this  
> example?  
>  
> Whatever I try - I get the error-message "number of vertices, normals,  
> and texture coordinates do not match". Concerning to the online-help  
> "TEXTURE\_COORD property defines how individual data points within the  
> image data are mapped...". I don't hope that each pixel in the jpeg-file  
> must be referenced by corresponding coordinates....  
>  
> Thanks for each encouraging hint...

Oh, goody. Another simple problem. :-)

I don't know, Harald. I can't even add a texture  
map to the surface at all without getting this  
error:

```
thisImage = Obj_New('IDLgrImage', image)
thisSurface = OBJ_NEW('IDLgrSurface', data, x, y, Style=2, $
    Color=[255,255,255], Texture_Map=thisImage, $
    Texture_Coord=[[0,0], [1,0], [1,1], [0,1], [0,0]])
```

```
IDL>Simple_Surface, Image=myimage
% IDLGRSRCDEST::DRAW: Error, numbers of vertices, normals, and
texture coordinates do not match.
```

Although the image *does* show up on the surface, oddly enough. But  
changing the values of the texture coordinates does absolutely  
nothing with respect to mapping the image on the surface. It always  
covers the entire surface. I'm using IDL 5.5.

I've got work to do. I think you are going to have to handle  
this one yourself. :-)

Cheers,

David

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