## Subject: texturing wireframe and point models
Posted by Rick Towler on Fri, 26 Apr 2002 19:43:03 GMT

A while back I put in a feature request to allow texture mapping of wireframe and point polygons.  I use alpha blending heavily along with edging of polygons to enhance the perception of detail.  I often use the opacity of an object to convey confidence in the data (more opaque = better data, less opaque = poorer data.)  The problem is that while it is easy to adjust texture coordinates based on confidence, it is difficult to actually remesh the edging to exclude areas of low confidence.  Simply leaving the edging unchanged tends to confuse the viewer since the edging appears in areas of low confidence.

During the beta of 5.5 I discovered that I could texture map wireframe polygons.  Sort of.  While you can texture a wireframe object, the textures are mapped incorrectly on the object.  If I remember correctly, RSI flagged this as a bug.  I assumed I wouldn't see this in 5.5 and I would have to wait for my requested feature.  But I accidentally stepped in it again today.  It seems that the feature in 5.5 beta is still available in 5.5 and I would like to try and use it.

Has anyone played with this feature and figured out the texcoords + wireframe issue?  Is there a workaround?

Karl?


-Rick