Subject: Re: Mapping an Image to a Polygon Object
Posted by Rick Towler on Wed, 15 May 2002 18:56:44 GMT

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Try looking at David Fanning's texture_surface.pro program.
www.dfanning.com

In short, you need to specify the texture coordinates for your polygon using
the texture_coord keyword. The texture coords map a normalized pixel value
from your texture map to a vertex on your polygon.

You may also want to search the newsgroup using google groups. This topic
comes up again and again...

-Rick

"Brian Bell" <sailfalmouth@yahoo.com> wrote in message
news:f65c611a.0205151015.2bef0341@posting.google.com...
> I need to map an image to be displayed on a polygon object. Can
> someone explain to me how I can do this?
>
> I've tried using Texture_Map, but I can't get it to work properly.
>
> Thanks,
>
> Brian