Subject: Re: Map transparent image
Posted by Haje Korth on Tue, 01 Jul 2003 19:43:40 GMT

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I think I should shut up now, otherwise you will find out what a lousy
programmer I am... :-)

Haje

"David Fanning" <david@dfanning.com> wrote in message
news:MPG.196b7cfc7a50056198969a@news.frii.com...
> Haje Korth writes:
>
>> I was already wondering whether there are map routines in object
graphics? I
>> am doing it quick and dirty: map into Z-buffer, tvrd(), then use the
>> resulting image for the object. Not pretty, but this way I can overlay a
>> clean mask that is NOT pixelated!
>
> Ah, right. The ol' smoke and mirrors approach!
> It's probably a good idea, given the available
> alternatives. :-)
>
> Cheers,
>
> David
>
> --
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