
Subject: Re: Map transparent image

Posted by [David Fanning](#) on Tue, 01 Jul 2003 18:12:30 GMT

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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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