
Subject: Re: Map transparent image

Posted by [Haje Korth](#) on Tue, 01 Jul 2003 17:45:11 GMT

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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!

Haje

"David Fanning" <david@dfanning.com> wrote in message
news:MPG.196b561268c0dc2e989699@news.frii.com...

> Haje Korth writes:

>

>> I have found that article an hour ago searching the net in desperation.
The

>> pixelation stuff looks extremely ugly. However, I like the object
graphicsw

>> stuff and now I have an excuse to learn object graphics! I knew sooner
or

>> later I would get the opportunity. it is actually not that hard. after a
few

>> tries i even got it to work with ION. Thanks for the hint though. I
should

>> have never posted without consulting your site first... :-)

>

> Well, you were talking about "map_image", which

> *definitely* implies direct graphics. If you

> are hoping to use object graphics with map projections

> I'm afraid you have *way* more work cut out for yourself
> than just learning about object graphics. :-)

>

> Cheers,

>

> David

>

> --

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