
Subject: Re: Polar image as a texture map ??

Posted by [Antonio Santiago](#) on Fri, 02 Jul 2004 14:02:49 GMT

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Sorry, but answer myself :)

If i calculated bad the coordenates, then sure that i can't see it right.

~:)

Bye and sorry.

Antonio Santiago wrote:

> Hi,

>

> i have a problem :)

>

> I have a polar data set of a radar. For every point of the data, i
> calculate the x,y,z coordenates, create a polygon and a connectivity
> vector. Also, i create a vect_color vector to colorize the points of
> polygon.

> The result is a polygon using lines, representing the polar data like
> the radar of a submarine, and all cells are right colorized.

>

> Now, i want to create an image with the polar data and apply to the
> polygon so that i can to do it semitransparent. My problem is that all
> ways i have specified it in the TEXTURE_COORD i get a bad result.
> I want the texture be "deform" to form a circle, like the radar.

>

> Well, i dont know if you understand my poor english.

>

> By & thanks.

>
