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Subject: Re: Updating a texture map in object graphics  
Posted by [Clay Blankenship](#) on Tue, 27 Jul 2004 23:17:00 GMT  
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In article <ce6l4q\$j2v\$1@gnus01.u.washington.edu>, "Rick Towler"  
<rtowler@u.washington.edu> wrote:

```
> Hi Clay,  
>  
> You can easily change the texmap by changing the DATA property of the  
> IDLgrImage object that is your texture map.  
>  
> for example:  
>  
> ; get new texture map data  
> read_jpg, 'somedata.jpg', texture  
> texmap -> SetProperty, DATA=texture  
>  
> Then redraw your view to see the change.  
>  
>  
> So in your case you'll have some event routine which will prompt the  
> user for a new image file, read it, change the DATA property of the  
> texmap object, then draw the view.  
>  
> I am not looking at my code right now but my guess is that I don't stick  
> the reference to the texmap object into the "info" structure. You will  
> need access to the texmap reference to change its properties. Stick it  
> in the info structure by adding "texmap:texmap, $" in the structure  
> definition and then access it in your event procedure as:  
>  
> info.texmap -> SetProperty, DATA=texture  
>  
>  
> good luck!  
>  
> -Rick  
>
```

Thanks. SetProperty is the magic word I was looking for. I just took an IDL class on widgets and object graphics and was trying to put it to good use. I was going to write a program from scratch and then found your excellent demo which does most of the dirty work already. Thanks again for making it available.

Clay

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