
Subject: Updating a texture map in object graphics

Posted by [Clay Blankenship](#) on Tue, 27 Jul 2004 17:46:12 GMT

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Can someone briefly tell me how to update a texture map on an object? I am trying to modify Rick Towler's rotating sphere program, posted earlier on this group (search for "Object Graphics Rotating Sphere" to view the thread):

http://www.acoustics.washington.edu/~towler/programs/camera__define.zip

Here's the initial setup of the globe with an image overlaying it:

```
;load the texture map
read_jpeg,'earth.jpg',texture, /true, /order
help,texture
texmap = obj_new('idlgrimage', texture)
container -> add, texmap

;create the "globe" -
globe = obj_new('orb', radius=1, pos=[0,0,0], color=[255,255,255], $
    density=3.0, texture_map=texmap, /tex_coords)
container -> add, globe
```

How can I change the image after it has been created? I am loading in new geophysical datasets that I want to use to replace the current map. I tried destroying and recreating both the texmap and globe objects, but nothing changes.

Thanks,
Clay
