
Subject: Re: textures and direct graphics ?

Posted by [Ralf Schaa](#) on Fri, 18 Feb 2005 15:03:32 GMT

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David Fanning wrote:

> Ralf Schaa writes:

>

>

>> call me unprogressive...but is it also possible to use textures in

>> direct graphics (used it in objects ...) ?

>

>

> Textures are mostly an object graphics thing. You have limited

> abilities in direct graphics. For example, you could argue that

> the SHADES keyword to SURFACE or SHADE_SURF is a "texture".

>

> Cheers,

>

> David

Okay, thanks David. Well, I 'm satisfied with a nice 'gluish' red color,
which I could setup ...

Cheers

-Ralf
