

---

Subject: Re: textures and direct graphics ?

Posted by [David Fanning](#) on Fri, 18 Feb 2005 14:24:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

---