Subject: IDLgrPolygon image map scaling

Posted by b_gom on Fri, 25 Feb 2005 19:00:32 GMT

I'm having a bit of trouble with texture maps on a simple rectangular IDLgrPolygon. I am trying to place a bitmap inside the axes of a custom plot object. I create an IDLgrPolygon with the proper dimensions, and add it to the model with my plot. I'm using a texture map so that I can scale the plot dynamically, and so that it behaves itself in terms of plotting order. The trouble is that IDL doesn't scale the image uniformly. See:
http://people.uleth.ca/~brad.gom/texture_map.png
The pattern should be a checkerboard of alternating pixels. Is there something I am missing? This effect occurs no matter what image dimensions I use, dimensions of the polygon in data units, or interpolation.

Brad