Subject: Re: Problem using palette with image texture map Posted by David Fanning on Wed, 23 Mar 2005 19:57:02 GMT View Forum Message <> Reply to Message

jargoogle@explore4life.com writes:

- I'm having problems with an application I developed on a windows
- > system and am now trying to make work via an x-window terminal. I make
- > use of texture mapping to display an image with a polygon. On windows,
- > the image displays appropriately. On an x-terminal, the polygon is
- > filled with flat gray.

I think it is more likely that this is a hardware problem. Have you tried this with software rendering turned on? That's the first place I would look. This is *exactly* the sort of problem you can spend weeks on, only to learn you need to upgrade your graphics card.

Cheers,

David

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