
Subject: Re: Problem using palette with image texture map
Posted by [David Fanning](#) on Wed, 23 Mar 2005 19:57:02 GMT
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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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