Subject: Re: Buffer -> Window
Posted by Michael Wallace on Tue, 14 Jun 2005 16:06:19 GMT

Rick Towler wrote:
> Why not display as an IDLgrImage in the window? I must be missing
> something... Or you could texture the image onto a billboard to give
> you a bit more flexibility but I don't think you need it.

I was just wondering if I could get around the need to define another
view and model specifically for the window. I know, it's not a big
deal. I was just wondering if I could do a direct copy, that's all.

-Mike