
Subject: Re: Displaying three images simultaneously (using Object Graphics)

Posted by [Dick Jackson](#) on Wed, 09 Nov 2005 06:29:55 GMT

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"Karl Schultz" <k____schultz@rsinc.com> wrote in message
news:pan.2005.11.08.22.39.11.656000@rsinc.com...

> [...]

>

> So, you should still be able to get what you want without resorting to

> texture mapping onto a polygon or surface yourself.

Thanks for the thorough and patient explanation, Karl.

Cheers,

--

-Dick

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