Subject: Re: How to avoid texture-map overlapping?
Posted by uniqrat on Wed, 16 Nov 2005 00:07:53 GMT
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Thanks a lot for the advice from both of you.
Although I have learned programming with IDL for several years, I am a
fresher in this problem. So if you can provide some example in this
field, I believe I can learn more and discuss this problem in near
future, ^_^.
It's still a nut for me to crack. Jim Pendleton sent me a letter in
which he told me add a keyword "reject=1" . It quite appears
overlapping can not be seen. But I am not sure if overlapping is
avoided.
Anyway, I get the expected effect :)
Thank you all again.