Subject: Re: How to get a very large 2D projected surface image
Posted by Rick Towler on Thu, 14 Dec 2006 16:56:11 GMT
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Steven Houston wrote:
> Rick Towler wrote:
>
>> While this thread has run amok, JD's post is actually the line of
>> thought you'll want to pursue. You are going to have to render this
>> surface in pieces and then stitch the images together. You will need to
>> read the docs regarding the TEXTURE_HIRES keyword and experiment to find
>> the "zoom" level required to display the portion of the surface at full
>> resolution. You will need to determine exactly what ITTVIS means when
>> they say "zoom". Is their LoD code tied to IDLgrWindow requiring you to
>> use IDLgrWindow's Zoom* methods? Or is it more general, determining the
>> visible portion of the surface by calculating surface/frustum
>> intersection?
>
> It's the latter. If you want your texture to always be rendered at the
> full resolution set TEXTURE_HIGHRES=2, this disables the LoD calculation.

Good to know. The OP will most likely need to use the LoD tiling since
he/she probably doesn't have 1.5GB of texture memory to store the entire
20k x 20k texture.

-Rick