Subject: Re: How to get a very large 2D projected surface image
Posted by Steven Houston on Thu, 14 Dec 2006 09:29:41 GMT
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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.

Steve.