
Subject: Re: JPEG2000 Tiling Examples?
Posted by [Gaurav](#) on Thu, 07 Jun 2007 07:19:47 GMT
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I think I came across a limitation to the tiling facility for JPEG2000 object. While all is quite well when you try and display the image in a view by directly adding it to a model that is displayed in the view (as in the demo program), things turn awry when the image object is actually texture mapped onto a polygon object. Since the polygon object may be in any orientation with respect to the view at the time of reading of the image, tiles are simply NOT read even though the program shown no error.

If any one has successfully implemented the tiling facility upon an image that has been warped onto a polygon object, kindly let me know cuz I am really stuck on this one.

Cheers!
