
Subject: Re: Texture Map problems when using IDLgrPolygon
Posted by [Karl\[1\]](#) on Tue, 05 Jun 2012 01:48:20 GMT

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Another thing: you have a lot of points here. Unless you zoom in super far, the quads are going to be sub-pixel in size. I would resample your vertex data after map projection and keep something like 1 out of 10 of them. Leave the image data alone and you should be ok.
