
Subject: Re: Texture Map problems when using IDLgrPolygon
Posted by [David Fanning](#) on Mon, 04 Jun 2012 21:45:20 GMT
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mikrin writes:

> I tried to make the texture coordinates without success, but maybe you
> can see what I'm doing wrong by looking at my short makePolyVerts
> routine.

I think the explanation of the Texture Coordinates in
the documentation can lead you astray. See this article,
for example:

http://www.idlcoyote.com/ographics_tips/imgtex.html

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
