Subject: Re: Mapping on Objekts...
Posted by davidf on Wed, 19 Mar 1997 08:00:00 GMT

JD Smith <jdsmith@astrosun.tn.cornell.edu> gives us a nice piece of
code for rendering an image on a cylinder, and for that I am extremely
grateful. I just have one question: What does he mean when he says he broke
the cylinder up into sections "like the outer crust on slices of
cheesecake"!?

I've been pondering this for over an hour now and I am no closer
to enlightenment. :-)

David

David Fanning, Ph.D.
Fanning Software Consulting
2642 Bradbury Court, Fort Collins, CO 80521
Phone: 970-221-0438   Fax: 970-221-4762
E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com