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Subject: Re: Mapping on Objekts...

Posted by [davidf](#) on Tue, 18 Mar 1997 08:00:00 GMT

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Christian Lenz <cnlenz@uni-paderborn.de> writes:

> A long time ago, I read something about mapping of Pictures on a cube. I  
> thing it was in the IDL Basics, but i can't find it again.  
>  
> Now I would like to map a picture on a outside of a zylinder. Has anyone  
> a tip for me?

I've never really tried this with a zylinder, but I think I could get it to work. You do it in the C-buffer, with the Pattern and Image\_Coord keywords. (Image\_Coord matches the coordinates of the image in Pattern with the vertices specified in the positional argument to Polyfill. For a zylinder you may have to do the rendering in narrow strips to make the edges more or less a smooth curve. (Guess this depends on how your zylinder is rendered on the display.)

Cheers!

David

P.S. You can find a good description of how to do these Z-buffer tricks in my soon-to-be announced IDL Programming Guide. I am very pleased with the new graphics sections. It may be the best material I have ever written on IDL techniques. :-)

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Coyote's Guide to IDL Programming: <http://www.dfanning.com>  
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