
Subject: Re: TV and T3D?

Posted by [David Fanning](#) on Fri, 16 Nov 2001 02:43:59 GMT

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Dan Rettmann (rettmannd@hotmail.com) writes:

- > I was trying to figure out how to make the T3D keyword work for TV.
- > The IDL help seems to suggest that I should be able to use it in a
- > similar manner to using it with PLOT (which I can get to work).

I think the people who wrote the documentation were using the cut and paste method of document development, although certainly the TV command **accepts** a T3D keyword. It just doesn't do anything useful with it.

- > Does
- > anyone know why the following code snippet won't work for the TV
- > command? What am I forgetting?

You are going to have to warp the image into the 3D space yourself with Polywarp and Poly_2D. You can see an example of how this is done in the Show3 routine in the IDL library.

Or, you could easily do this in object graphics by adding an image object to a polygon object as a texture map. Otherwise, an image doesn't rotate in object graphics either.

Cheers,

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438, E-mail: david@dfanning.com

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Subject: Re: TV and T3D?

Posted by [rettmannd](#) on Sat, 17 Nov 2001 04:45:55 GMT

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David Fanning <david@dfanning.com> wrote in message news:<MPG.165e2b5e31a3b28e98977d@news.frii.com>...

- > Dan Rettmann (rettmannd@hotmail.com) writes:

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> Cheers,
>
> David

Thanks, It's good to know that I'm not completely loosing my mind.
I've used POLY_2D but was hoping that TV,/T3D might be faster...
Guess not. And unfortunately obj graphics are pretty much out of the
question right now since they haven't implemented the equiv of pixmaps
for obj graphics... (A not so subtle hint to RSI!!!)

Thanks Again!
Dan
