
Subject: Re: Polar image as a texture map ??

Posted by [Antonio Santiago](#) on Fri, 02 Jul 2004 14:02:49 GMT

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Sorry, but answer myself :)

If i calculated bad the coordenates, then sure that i can't see it right.

~:)

Bye and sorry.

Antonio Santiago wrote:

- > Hi,
- >
- > i have a problem :)
- >
- > I have a polar data set of a radar. For every point of the data, i
- > calculate the x,y,z coordenates, create a polygon and a connectivity
- > vector. Also, i create a vect_color vector to colorize the points of
- > polygon.
- > The result is a polygon using lines, representing the polar data like
- > the radar of a submarine, and all cells are right colorized.
- >
- > Now, i want to create an image with the polar data and apply to the
- > polygon so that i can to do it semitransparent. My problem is that all
- > ways i have specified it in the TEXTURE_COORD i get a bad result.
- > I want the texture be "deform" to form a circle, like the radar.
- >
- > Well, i dont know if you understand my poor english.
- >
- > By & thanks.
- >
