
Subject: Polar image as a texture map ??

Posted by [Antonio Santiago](#) on Fri, 02 Jul 2004 13:50:50 GMT

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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 coordinates, 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 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.
