
Subject: Re: Updating a texture map in object graphics
Posted by [Rick Towler](#) on Tue, 27 Jul 2004 22:31:03 GMT
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Hi Clay,

You can easily change the texmap by changing the DATA property of the IDLgrImage object that is your texture map.

for example:

```
; get new texture map data  
read_jpg, 'somedata.jpg', texture  
texmap -> SetProperty, DATA=texture
```

Then redraw your view to see the change.

So in your case you'll have some event routine which will prompt the user for a new image file, read it, change the DATA property of the texmap object, then draw the view.

I am not looking at my code right now but my guess is that I don't stick the reference to the texmap object into the "info" structure. You will need access to the texmap reference to change its properties. Stick it in the info structure by adding "texmap:texmap, \$" in the structure definition and then access it in your event procedure as:

```
info.texmap -> SetProperty, DATA=texture
```

good luck!

-Rick

Clay Blankenship wrote:

```
> Can someone briefly tell me how to update a texture map on an object? I  
> am trying to modify Rick Towler's rotating sphere program, posted earlier  
> on this group (search for "Object Graphics Rotating Sphere" to view the  
> thread):  
>  
> http://www.acoustics.washington.edu/~towler/programs/camera__define.zip  
>  
>
```

> Here's the initial setup of the globe with an image overlaying it:
>
> ;load the texture map
> read_jpeg,'earth.jpg',texture, /true, /order
> help,texture
> texmap = obj_new('idlgrimage', texture)
> container -> add, texmap
>
> ;create the "globe" -
> globe = obj_new('orb', radius=1, pos=[0,0,0], color=[255,255,255], \$
> density=3.0, texture_map=texmap, /tex_coords)
> container -> add, globe
>
> How can I change the image after it has been created? I am loading in
> new geophysical datasets that I want to use to replace the current map.
> I tried destroying and recreating both the texmap and globe objects, but
> nothing changes.
>
> Thanks,
> Clay

Subject: Re: Updating a texture map in object graphics
Posted by [Clay Blankenship](#) on Tue, 27 Jul 2004 23:17:00 GMT
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In article <ce6l4q\$j2v\$1@gnus01.u.washington.edu>, "Rick Towler"
<rtowler@u.washington.edu> wrote:

> Hi Clay,
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> user for a new image file, read it, change the DATA property of the
> texmap object, then draw the view.
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> I am not looking at my code right now but my guess is that I don't stick

> the reference to the texmap object into the "info" structure. You will
> need access to the texmap reference to change its properties. Stick it
> in the info structure by adding "texmap:texmap, \$" in the structure
> definition and then access it in your event procedure as:
>
> info.texmap -> SetProperty, DATA=texture
>
>
> good luck!
>
> -Rick
>

Thanks. SetProperty is the magic word I was looking for. I just took
an IDL class on widgets and object graphics and was trying to put it
to good use. I was going to write a program from scratch and then
found your excellent demo which does most of the dirty work already.
Thanks again for making it available.

Clay
