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Subject: Re: textures and direct graphics ?  
Posted by [David Fanning](#) on Fri, 18 Feb 2005 14:24:23 GMT  
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Ralf Schaa writes:

> call me unprogressive...but is it also possible to use textures in  
> direct graphics (used it in objects ...) ?

Textures are mostly an object graphics thing. You have limited abilities in direct graphics. For example, you could argue that the SHADES keyword to SURFACE or SHADE\_SURF is a "texture".

Cheers,

David

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David Fanning, Ph.D.  
Fanning Software Consulting, Inc.  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: textures and direct graphics ?  
Posted by [Ralf Schaa](#) on Fri, 18 Feb 2005 15:03:32 GMT  
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David Fanning wrote:

> Ralf Schaa writes:

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>

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>> direct graphics (used it in objects ...) ?

>

>

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> abilities in direct graphics. For example, you could argue that  
> the SHADES keyword to SURFACE or SHADE\_SURF is a "texture".

>

> Cheers,

>

> David

Okay, thanks David. Well, I 'm satisfied with a nice 'gluish' red color, which I could setup ...

Cheers

-Ralf

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