
Subject: How to avoid texture-map overlapping?

Posted by [unigrat](#) on Tue, 15 Nov 2005 00:46:26 GMT

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Hi,all

Here is my program:

```
;-----  
function make_revolution_model  
  
    points=20  
    theta=findgen(points)/(points-1)*!pi/2./3.  
    r=2*cos(3*theta)  
    x=r*cos(theta)  
    y=r*sin(theta)  
    z=fltarr(points)  
    ;print,x  
    ;print,y  
    shape=make_array(3,points)  
    shape(0,*)=x  
    shape(1,*)=y  
    shape(2,*)=z  
  
    nFacets =64  
    rotVec = [1,0,0]  
    MESH_OBJ, 6, verts, conn, shape, $  
        P1=nFacets, P3=rotVec  
  
    sizeImage = SIZE(verts)  
    rgba = BYTARR(4, sizeImage[2], sizeImage[3])  
    rgba[0, *, *] = 255  
    rgba[1, *, *] = 0  
    rgba[2, *, *] = 0  
    rgba[3, *, *] = 40  
  
    olImage= OBJ_NEW('IDLgrImage', rgba, HIDE=0)  
    oPoly = OBJ_NEW('IDLgrPolygon', verts, POLY=conn,$  
        texture_map=olImage,color=[255,255,255]) ;;shading=1  
  
    return, oPoly  
end  
  
;-----  
pro radar_beam  
  
    oModel = OBJ_NEW('IDLgrModel')
```

```
oBeam = make_revolution_model()
```

```
oModel->Add, oBeam
```

```
XOBJVIEW, oModel, SCALE=1.0, TITLE=title, /BLOCK
```

```
end
```

```
;-----
```

I want to make the beam transparent. So I put a texture on it. But it is overlapped.

How can I map it uniformly?

Thanks a lot.
