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Subject: Is 'texture mapping' possible on Painter?  
Posted by [Tom1](#) on Tue, 28 Jan 2020 14:32:32 GMT  
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Hi,

I would like to 'texture map' an image in a shape of a sector or fan. Is this possible in Painter, like it is in OpenGL using a triangle fan?

(I.e. by defining the center, radius and starting and ending angles of a sector and then fill the area with an Image having its top edge touching the center point and its lower edge touching the arc defined by the radius, stretching out between the starting and ending angles.)

I would like to avoid using OpenGL in this project, partly because this is "just a simple" 2D mapping. However, rendering speed may be a factor here as the data is updated quite frequently.

Best regards,

Tom

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