NAME

XGL_CTX_MAX_TESSELLATION – defines the maximum tessellation of a circle, arc, ellipse, curve, or surface

SYNOPSIS

```
#include <xgl/xgl.h>
Xgl_ctx          ctx;
xgl_object_set(ctx, XGL_CTX_MAX_TESSELLATION, Xgl_usgn32, 0);
xgl_object_get(ctx, XGL_CTX_MAX_TESSELLATION, Xgl_usgn32 *);
```

DESCRIPTION

This attribute is used to set the absolute maximum number of segments in which a 3D conic curve, a NURBS curve, or a NURBS surface can be tessellated when using the following XGL operators:

xgl_multicircle(3)
xgl_multiarc(3)
xgl_multi_elliptical_arc(3)
xgl_nurbs_curve(3)
xgl_nurbs_surface(3)

The method specified by **XGL_CTX_NURBS_CURVE_APPROX**(3) or **XGL_CTX_NURBS_SURF_APPROX**(3), as well as the value given by **XGL_CTX_NURBS_CURVE_APPROX_VAL**(3), **XGL_CTX_NURBS_SURF_APPROX_VAL_U(3)**, or **XGL_CTX_NURBS_SURF_APPROX_VAL_V(3)**, is used to compute the number of interpolated segments along the curve or along the isoparametric directions of the surface. In the case of NURBS curve or surface, the number of segments refers to the number of segments between pairs of adjacent knots. This number is then truncated to be less than or equal to XGL_CTX_MAX_TESSELLATION. Thus, XGL_CTX_MAX_TESSELLATION provides a trade-off between curve or surface quality and computation time.

XGL_CTX_MIN_TESSELLATION(3) provides a way to force the number of segments to an absolute minimum.

The default value is 64.

This attribute is pushed by **xgl_context_push**(3).

SEE ALSO

xgl_object_set(3)
xgl_object_get(3)
xgl_context_push(3)
xgl_multiarc(3)
xgl_multi_elliptical_arc(3)
xgl_multicircle(3)
xgl_nurbs_curve(3)
xgl_nurbs_surface(3)
XGL_CTX_MIN_TESSELLATION(3)
XGL_CTX_NURBS_CURVE_APPROX(3)
XGL_CTX_NURBS_CURVE_APPROX_VAL(3)
XGL_CTX_NURBS_SURF_APPROX(3)
XGL_CTX_NURBS_SURF_APPROX_VAL_U(3)

XGL_CTX_NURBS_SURF_APPROX_VAL_V(3)