NAME

XGL_CTX_MIN_TESSELLATION – defines the minimum tessellation of a circle, arc, ellipse, curve, or surface

SYNOPSIS

#include <xgl/xgl.h>

Xgl_ctx ctx;

xgl_object_set(ctx, XGL_CTX_MIN_TESSELLATION, Xgl_usgn32, 0);
xgl_object_get(ctx, XGL_CTX_MIN_TESSELLATION, Xgl_usgn32 *);

DESCRIPTION

This attribute is used to set the absolute minimum 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 adjusted to be greater than or equal to XGL_CTX_MIN_TESSELLATION. Thus, XGL_CTX_MIN_TESSELLATION provides a trade-off between curve or surface quality and computation time.

XGL_CTX_MAX_TESSELLATION(3) provides a way to limit the number of segments to an absolute maximum.

The default value is 1.

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_MAX_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)