



Forum: Moteur de jeu GameBlender et alternatives

Topic: BGE afficher une mini map avec une texture

Subject: Re: BGE afficher une mini map avec une texture

Posté par: ares

Contribution le : 30/3/2016 17:09:14

Voila le script.

```
#####  
#  
# RenderToTexture.py      Blender 2.50  
#  
# Tutorial for using RenderToTexture.py can be found at  
#  
# www.tutorialsforblender3d.com  
#  
# Released under the Creative Commons Attribution 3.0 Unported License.  
#  
# If you use this code, please include this information header.  
#  
#####  
  
#import GameLogic  
#it does not matter if you import GameLogic or bge.logic. bge.logic is "just" another alias for  
GameLogic.  
import GameLogic,bge  
  
# get current scene  
over_scene = GameLogic.getCurrentScene()  
scene = bge.logic.getSceneList()[0]  
  
# get the current controller  
controller = GameLogic.getCurrentController()  
  
# get object script is attached to  
obj = controller.owner  
  
# check to see RenderToTexture has been added  
if "RenderToTexture" in obj:  
  
    # update the texture  
    obj["RenderToTexture"].refresh(True)  
  
# if RenderToTexture hasn't been added  
else:
```

```

# import VideoTexture module
import VideoTexture

# get a list of objects in the scene
objList = scene.objects
#print(objList)

# get camera name being used for render to texture
camName = obj[cam]

# get camera object
cam = objList[camName]

# get the texture material ID
matID = VideoTexture.materialID(obj, "MA" + obj[material])

# set the texture
renderToTexture = VideoTexture.Texture(obj, matID)

# get the texture image
#VideoTexture.ImageRender(scene,cam).filter

renderToTexture.source = VideoTexture.ImageRender(scene,cam)
s=2**6
#renderToTexture.source.capsize = [s,s]
#print(VideoTexture.ImageRender(scene,cam).filter)

# save RenderToTexture as an object variable
obj["RenderToTexture"] = renderToTexture

```

Après ma minimal, je la place comme il faut pour que ça fonctionne :) Je m'adapterai !!