Client-side function

DxSetShaderTessellation

This article needs checking.

Reason(s): The example should depict better how does this function actually work with a texture.

This function sets the amount of geometric sub-division to use when drawing a shader element with dxDrawImage.

Using tessellation allows a shader to manipulate the shape of the rendered image at each sub-division boundary.

Syntax

```
bool dxSetShaderTessellation ( element theShader, int tessellationX, int tessellationY )
```

OOP Syntax Help! I don't understand this!

Method: *shader:setTessellation(...)*

Required Arguments

- **theShader:** The shader element whose tessellation is to be changed
- **tessellationX:** The number of sub-division points along the X axis. Range is 1 to 500.
- **tessellationY:** The number of sub-division points along the Y axis. Range is 1 to 500.

Returns

Returns *true* if the shader element's tessellation was successfully changed, *false* otherwise.