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Subject: OpenGL and texture

Posted by [forlano](#) on Mon, 25 Feb 2008 20:32:45 GMT

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Hello,

OpenGL is really a great fun!

The next step is to add a texture to the solid as explained here

<http://nehe.gamedev.net/data/lessons/lesson.asp?lesson=06>

Unfortunately they used some unknown (to me) structure `AUX_RGBImageRec` `*LoadBMP(char *Filename)` to store image and I cannot find an equivalent U++ method to follow the tutorial.

So please let me ask you if there is around a test case that show how to add a texture using our lovely U++ method.

Many thanks in advance.

Luigi

PS: I would like to get the basis of OpenGL and then add some physics to simulate the motion of charged particles in an electromagnetic field. What I saw around are only weird bidimensional examples. Adding the third dimension should be more appealing for students.

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