
Subject: Re: openGL and texture

Posted by [masu](#) on Tue, 26 Feb 2008 13:19:18 GMT

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Theoretically, you can use Image classes provided with U++, because the definition for AUX_RGBImageRec (in glaux.h) is:

```
typedef struct _AUX_RGBImageRec {  
    GLint sizeX, sizeY;  
    unsigned char *data;  
} AUX_RGBImageRec;
```

So it only contains size and raw data that can also be extracted using class methods from within U++.

What you basically have to do is to load an RGB image using U++ facilities and extract image size and raw data from it.

And of course adapt the example code provided at NeHe.

Matthias
