Subject: Re: openGL and texture
Posted by forlano on Tue, 26 Feb 2008 17:29:02 GMT

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mrjt wrote on Tue, 26 February 2008 15:29Unfortunately it's not quite that easy, Upp Image
formats are not standard RGBA. Depending on the platform they could be BGRA (Win32) or
ARGB (see Core/Color.h). Unfortunately there is no GL unpacking format that copes with this
directly, so it requires an Image copy with some byte swapping.
...

Thank you James,

I tried the above code that simplified the code of the tutorial. But unfortunatly it doesn't work
I got only a beautiful white rotating cube with no track of texture. I tried several things without
success. I do not know if the problem reside in the swapping procedure or somewhere else. I
attach the code in case somebody has time to check it.

Thanks,
Luigi

File Attachments
1) openGL5.rar, downloaded 424 times