Subject: Re: openGL and texture
Posted by mrjt on Tue, 26 Feb 2008 17:43:56 GMT

AGH! The dreaded white cube!

I assume you are using Linux. After modifying it for the Windows version of GLCtrl (why aren't they the same?) it works fine, so I can't really help.

My best guess would be that it's something to do with the Linux GLCtrl though, if the byte swapping wasn't working properly you'd still see expect to see a texture, just with the wrong colors.