Subject: Re: openGL and texture
Posted by mrjt on Tue, 26 Feb 2008 18:44:01 GMT

In that case the problem is that in the Win32 version GLInit doesn't get called by GLCtrl for some reason.

You need to add the following function to the GLExample class:

```
virtual void State(int reason)
{
  GLCtrl::State(reason);
  if (reason == Ctrl::OPEN) {
    wglMakeCurrent(GLCtrl::GetDC(), GLCtrl::GetHGLRC());
    GLInit();
    wglMakeCurrent(NULL, NULL);
  }
}
```

You can remove the wglMake current calls from GLInit. Also double check that the file is being loaded. If GLTexture example is successful then texture should be non-zero.