
Subject: Re: openGL and texture

Posted by [forlano](#) on Tue, 26 Feb 2008 19:06:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

mrjt wrote on Tue, 26 February 2008 19:44 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 GLEExample 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.

It works!

Thanks a lot!

Now I can procede to the next tutorial hoping do not disturb again...

Luigi

PS:

GLInit(); should be InitGL(); in the code I posted above
