Subject: opengl & tekstures
Posted by barpas on Thu, 23 Mar 2006 12:21:22 GMT
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has anybody working upp code with opengl using textrue ???
i tray to do it many times eg with nehe tutorials but it's not working ...

eg. i tray convert to upp 6 lesson for neht tutorial - everything semms to by ok file is open textrure is done but qube is white (non textured)

i don't understend

i use functions likie that:

```
AUX_RGBImageRec* OpenGL::LoadBMP(char *Filename)                // Loads A Bitmap Image
{
	FILE *File=NULL;                                // File Handle

	if (!Filename)                                  // Make Sure A Filename Was Given
	{
		return NULL;                            // If Not Return NULL
	}

	File=fopen(Filename,"r");                       // Check To See If The File Exists

	if (File)                                       // Does The File Exist?
	{
		fclose(File);                           // Close The Handle
		return auxDIBImageLoad(Filename);       // Load The Bitmap And Return A Pointer
	}
	return NULL;                                    // If Load Failed Return NULL
}

int OpenGL::LoadGLTextures()        // Load Bitmaps And Convert To Textures
{
 int Status=FALSE;        // Status Indicator

 AUX_RGBImageRec *TextureImage[1];     // Create Storage Space For The Texture

 memset(TextureImage,0,sizeof(void *)*1);           // Set The Pointer To NULL

 // Load The Bitmap, Check For Errors, If Bitmap's Not Found Quit
 if (TextureImage[0]=LoadBMP("data/to.bmp"))
 {
  Status=TRUE;        // Set The Status To TRUE

  glGenTextures(1, &texture[0]);     // Create The Texture
```

```
  // Typical Texture Generation Using Data From The Bitmap
  glBindTexture(GL_TEXTURE_2D, texture[0]);
  glTexImage2D(GL_TEXTURE_2D, 0, 3, TextureImage[0]->sizeX, TextureImage[0]->sizeY, 0,
GL_RGB, GL_UNSIGNED_BYTE, TextureImage[0]->data);
  glTexParameteri(GL_TEXTURE_2D,GL_TEXTURE_MIN_FILTER,GL_LINEAR);
  glTexParameteri(GL_TEXTURE_2D,GL_TEXTURE_MAG_FILTER,GL_LINEAR);
 }

 if (TextureImage[0])        // If Texture Exists
 {
  if (TextureImage[0]->data)       // If Texture Image Exists
  {
   free(TextureImage[0]->data);     // Free The Texture Image Memory
  }

  free(TextureImage[0]);        // Free The Image Structure
 }

 return Status;          // Return The Status
}
```

in GLPaint() metod:

```
void OpenGL::GLPaint()
{
 StdView();
 glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT); // Clear The Screen And The
Depth Buffer
 glLoadIdentity();        // Reset The View
// glRotatef(lookupdown,0.0f,0,0);
//glRotatef(sceneroty,0,1.0f,0);
glBindTexture(GL_TEXTURE_2D, texture[0]);
 glBegin(GL_QUADS);        // Draw A Quad
 // glColor3f(0.0f,1.0f,0.0f);      // Set The Color To Green
 glNormal3f( 0.0f, 0.0f, 1.0f);
  glTexCoord2f(1.0f, 0.0f);glVertex3f( szerokosc/2, -1.0f,-dlugosc/2);     // Top Right Of The Quad
(Top)
  glTexCoord2f(1.0f, 0.0f);glVertex3f(-szerokosc/2, -1.0f,-dlugosc/2);     // Top Left Of The Quad
(Top)
  glTexCoord2f(1.0f, 0.0f);glVertex3f(-szerokosc/2, -1.0f, dlugosc/2);     // Bottom Left Of The Quad
```

(Top)
  glTexCoord2f(1.0f, 0.0f);glVertex3f(szerokosc/2, -1.0f, dlugosc/2);   // Bottom Right Of The Quad (Top)
...
 glEnd();

};

of course i use #include <GL/glaux.h>

help me please - what i'm dooing wrong????