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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 textrue is done but qube is white (non textured)

i don't understand

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????