Subject: Re: opengl & tekstures
Posted by fudadmin on Fri, 24 Mar 2006 21:53:36 GMT

Regarding textures. My guess that you placed your bmp files somewhere out of reach for you exe...
And because the lesson example is programmed in a very stupid way you are not informed about it

Advice No1. - in IDE "Build" menu open "Output Directory" and move or copy all *.bmp etc. files which you are using in your app. In that case, you can use e.g LoadBMP("nehe.bmp") etc. or use full paths to files e.g LoadBMP("D:\data\nehe.bmp")

Advice No2. - put PromptOK("step1"); as guards to check if your program came where you expected.
e.g

```
    if (File)                           // Does The File Exist?
     {
         fclose(File);
         PromptOK("really opening DIB");                // Close The Handle
         return auxDIBImageLoad(Filename);      // Load The Bitmap And Return A Pointer
     }
```