
Subject: Re: opengl & tekstures

Posted by [fudadmin](#) on Fri, 24 Mar 2006 22:01:17 GMT

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Actually, more clever way would be like this

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

    if (!Filename)                                         // Make Sure A Filename Was Given
    {
        PromptOK("Where is your filename?!" );
        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
    }
    else PromptOK("Couldn't load "+ AsString(Filename) );
    return NULL;                                           // If Load Failed Return NULL
}
```