Subject: Re: opengl & tekstures
Posted by mirek on Fri, 24 Mar 2006 22:19:01 GMT

fudadmin wrote on Fri, 24 March 2006 16:53Regarding textures. My guess that you placed your bmp files somewhere out of reach for you exe...

BTW, exactly because of this, there is nice "hack" function GetDataFile function - when your .exe is started from TheIDE, GetDataFile("xxx") will return the full path to "xxx.x" inside your main package.

That way you can store you graphics files together with sources.

When started outside TheIDE (final version), GetDataFile returns the file from the same directory as is .exe places (very likely arrangement for your production files).

Mirek