Subject: Re: opengl & tekstures
Posted by barpas on Sat, 25 Mar 2006 00:22:56 GMT
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i'm sory but its not resolving my problem - i was thinging abaut it and debug it to look if i have a good pointer ...
pointer was good,
booth functions returns good status ...
but platform was white
(now it is colored)

if you don't belive me there is code of that in robot.cpp (topic abaut arrayctrl & edit) - i didnt sent a picture but you can use anything to test it

i think so eg the green "floor" should by textrued but isn't

i don't undestend wby - i do the same in mvc and working good
maybe i make misteak semewhere but maybe glaux don't work ok wiht upp???

Bartek