Subject: Re: opengl & tekstures
Posted by fudadmin on Wed, 12 Apr 2006 14:55:04 GMT
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barpas wrote on Wed, 12 April 2006 15:36i have it in my code...
and problmem is not resolved ...
is here anybody who made upp application with opengl using textures ???

I was trying your example and many others for 2 days... with all possible options. Then lost patience. Glut works but not U++...

I guess something wrong with OpenGLCtrl pixel format? descriptor?
or maybe some more inits required?

Because OpenGL returns errors at the very early stages of initialization if you check with its functions...
Just my guess.