
Subject: Re: opengl & tekstures

Posted by [lindquist](#) on Sat, 22 Apr 2006 10:05:04 GMT

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I'm successfully using the GLCtrl with texturing.

```
Image img = PngEncoder::New()->LoadImageFile("texture/test.png");
PixelFormat pix = ImageToPixelFormat(img);
```

```
// pixel format
GLuint chan,fmt,id;
switch (pix.GetBPP())
{
case 24:
    chan = 3;
    fmt = GL_RGB;
    break;

case 32:
    chan = 4;
    fmt = GL_RGBA;
    break;

default:
    Exclamation("Unsupported texture BPP (" + FormatInt(pix.GetBPP()) + ")");
    return false;
}
```

```
glGenTextures(1,&id);
glBindTexture(GL_TEXTURE_2D, id);
```

```
glTexEnvf(GL_TEXTURE_ENV, GL_TEXTURE_ENV_MODE, GL_MODULATE);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER,
GL_LINEAR_MIPMAP_LINEAR);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_LINEAR);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_REPEAT);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_REPEAT);
```

```
gluBuild2DMipmaps(GL_TEXTURE_2D, chan, pix.GetWidth(), pix.GetHeight(), fmt,
GL_UNSIGNED_BYTE, pix.Begin());
return true;
```

My GLCtrl is slightly modified. First I'm using GLee for easy access to extensions, and second, I have the 'wglMakeCurrent(NULL, NULL);' line commented in GLCtrl::WindowProc.

I also inserted 'wglMakeCurrent(hDC, hRC);' at the end of 'GLCtrl::OpenGL'.

At first I had some issues, but it turned out to be my min filter that was LINEAR_MIPMAP_LINEAR

while I used glTexImage2D...

I hope this is of help.
