
Subject: Re: opengl & tekstures
Posted by [lindquist](#) on Tue, 02 May 2006 14:26:23 GMT
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I would say yes. Make those changes.

The problem with not having them in means that OpenGL calls can only be made inside the GLPaint method.

As things like loading textures etc often happens somewhere else (not in the render code) this is somewhat an obstacle.

The problem with my simple approach is that if you're using multiple GLCtrls then we would need a method to activate the content we want to work on.

A MakeActive member might be a good idea. Or something else... For me, the approach I took is just fine as I only have one GL context.
And I just want to write GL code and expect it to work on that context.

P.S the texture code I posted only sort of works. the correct pixel format seems to be GL_BGR/GL_BGRA, using these the colours are correct. Tho it might still be flipped, as IIRC OpenGL expects a bottom-left origin.

Is ultimate++ top-left? and is the bgra format consistent? or do I need to do some more checking?
