
Subject: Re: opengl & tekstures

Posted by [fudadmin](#) on Fri, 24 Mar 2006 21:53:36 GMT

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Regarding textures. My guess that you placed your bmp files somewhere out of reach for you exe...

And because the lesson example is programmed in a very stupid way you are not informed about it

Advice No1. - in IDE "Build" menu open "Output Directory" and move or copy all *.bmp etc. files which you are using in your app. In that case, you can use e.g LoadBMP("nehe.bmp") etc. or use full paths to files e.g LoadBMP("D:\data\nehe.bmp")

Advice No2. - put PromptOK("step1"); as guards to check if your program came where you expected.

e.g

```
if (File)                                // Does The File Exist?
{
    fclose(File);
    PromptOK("really opening DIB");        // Close The Handle
    return auxDIBImageLoad(Filename);     // Load The Bitmap And Return A Pointer
}
```
