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Subject: Re: opengl & textures

Posted by [barpas](#) on Sat, 25 Mar 2006 00:22:56 GMT

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i'm sorry but it's not resolving my problem - i was thinking about it and debug it to look if i have a good pointer ...

pointer was good,

both functions return good status ...

but platform was white

(now it is colored)

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

i think so eg the green "floor" should be textured but isn't

i don't understand why - i do the same in mvc and working good

maybe i make mistake somewhere but maybe glaux don't work ok with upp???

Bartek

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