
Subject: Re: opengl & tekstures
Posted by [lindquist](#) on Sun, 09 Apr 2006 23:35:20 GMT
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I'm not sure if you solved it or not, but you may just be missing a
`glEnable(GL_TEXTURE_2D);` call.

The default GLCtrl is very minimal, and the default OpenGL state for `GL_TEXTURE_2D` is disabled.
