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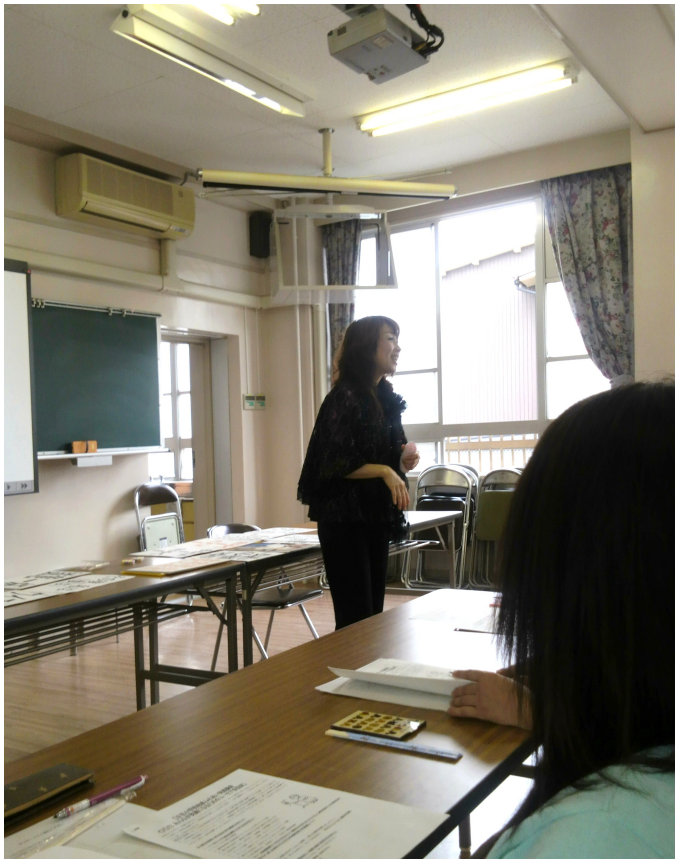

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sonlinemaintainfulloperativedpmloginpagelibrarys.Q: Is it possible to move or copy a texture on the screen from the camera or from another texture? Is it possible to move or copy a texture on the screen from the camera or from another texture? I could do it using glTexCoordPointer, but it's difficult for me to do because my texture is larger than the screen, so i need to find out if there is any way to do this using openGL. A: I believe what you want to do is create a big texture for the whole screen and draw a bunch of smaller ones from it using glTexSubImage2D, but before you do that, I suggest you make a mini-hello-world OpenGL program to get familiar with how it works. The basic structure is this: #include int main(int argc, char *argv[]) { glutInit(&argc, argv); glutInitDisplayMode(GLUT_RGBA | GLUT_DOUBLE); glutInitWindowSize(320, 480); glutInitWindowPosition(100, 100); glutCreateWindow("Hello, GL!"); glutDisplayFunc(myDisplayFunc); glutIdleFunc(myIdleFunc); glutMainLoop(); return 0; } If you compile that, you should get a window that looks something like

this: And the basic contents of myDisplayFunc (replacing #include and #include with the include files for the actual GL library you're using): void myDisplayFunc(void) glClear(GL_COLOR_BUFFER_BIT); glColor3f(1.0, 1.0, 1.0); glutPostRedisplay(); If you want to copy part of your big texture onto the screen, you just have to draw some smaller images from the big texture: #include 82157476af

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