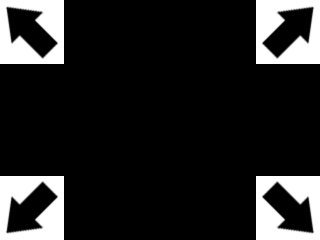
**Carregando uma textura**



No último tutorial, apenas mapeamos toda a textura. Aqui vamos mapear partes de uma textura para renderizar imagens

**A textura.java**

**import java.awt.image.BufferedImage;**

**import java.io.File;**

**import java.io.IOException;**

**import java.nio.ByteBuffer;**

**import javax.imageio.ImageIO;**

**import static org.lwjgl.opengl.GL11.\*;**

**import org.lwjgl.BufferUtils;**

Na parte superior do textura.java, importamos algumas bibliotecas para o carregamento de textura.

**A textura.java**

**//Abaixo a esquerda red quad**

**glViewport( 0, 0, SCREEN\_WIDTH / 2, SCREEN\_HEIGHT / 2 );**

**glBegin( GL\_QUADS );**

**glTexCoord2f(0.5f,0);**

**glVertex2f( -SCREEN\_WIDTH / 4.f, -SCREEN\_HEIGHT / 4.f );**

**glTexCoord2f(0.5f,0.5f);**

**glVertex2f( SCREEN\_WIDTH / 4.f, -SCREEN\_HEIGHT / 4.f );**

**glTexCoord2f(0,0.5f);**

**glVertex2f( SCREEN\_WIDTH / 4.f, SCREEN\_HEIGHT / 4.f );**

**glTexCoord2f(0,0);**

**glVertex2f( -SCREEN\_WIDTH / 4.f, SCREEN\_HEIGHT / 4.f );**

**glEnd();**

**//Abaixo a direita green quad**

**glViewport( SCREEN\_WIDTH / 2, 0, SCREEN\_WIDTH / 2, SCREEN\_HEIGHT / 2 );**

**glBegin( GL\_QUADS );**

**glTexCoord2f(0.5f,0.5f);**

**glVertex2f( -SCREEN\_WIDTH / 4.f, -SCREEN\_HEIGHT / 4.f );**

**glTexCoord2f(0,0.5f);**

**glVertex2f( SCREEN\_WIDTH / 4.f, -SCREEN\_HEIGHT / 4.f );**

**glTexCoord2f(0,0);**

**glVertex2f( SCREEN\_WIDTH / 4.f, SCREEN\_HEIGHT / 4.f );**

**glTexCoord2f(0.5f,0);**

**glVertex2f( -SCREEN\_WIDTH / 4.f, SCREEN\_HEIGHT / 4.f );**

**glEnd();**

Aqui o nosso while desenha cada quadrado em um determinado canto da tela.

**//Acima a esquerda blue quad**

**glViewport( 0, SCREEN\_HEIGHT / 2, SCREEN\_WIDTH / 2, SCREEN\_HEIGHT / 2 );**

**glBegin( GL\_QUADS );**

**glTexCoord2f(0,0);**

**glVertex2f( -SCREEN\_WIDTH / 4.f, -SCREEN\_HEIGHT / 4.f );**

**glTexCoord2f(.5f,0);**

**glVertex2f( SCREEN\_WIDTH / 4.f, -SCREEN\_HEIGHT / 4.f );**

**glTexCoord2f(.5f,.5f);**

**glVertex2f( SCREEN\_WIDTH / 4.f, SCREEN\_HEIGHT / 4.f );**

**glTexCoord2f(0,.5f);**

**glVertex2f( -SCREEN\_WIDTH / 4.f, SCREEN\_HEIGHT / 4.f );**

**glEnd();**

**//Acima a direita yellow quad**

**glViewport( SCREEN\_WIDTH / 2, SCREEN\_HEIGHT / 2, SCREEN\_WIDTH / 2, SCREEN\_HEIGHT / 2 );**

**glBegin( GL\_QUADS );**

**glTexCoord2f(0,0.5f);**

**glVertex2f( -SCREEN\_WIDTH / 4.f, -SCREEN\_HEIGHT / 4.f );**

**glTexCoord2f(0,0);**

**glVertex2f( SCREEN\_WIDTH / 4.f, -SCREEN\_HEIGHT / 4.f );**

**glTexCoord2f(0.5f,0);**

**glVertex2f( SCREEN\_WIDTH / 4.f, SCREEN\_HEIGHT / 4.f );**

**glTexCoord2f(0.5f,.5f);**

**glVertex2f( -SCREEN\_WIDTH / 4.f, SCREEN\_HEIGHT / 4.f );**

**glEnd();**

