ECE 270

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Quiz #19
How To:
Draw Textured Tiles in openFrameworks

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1. What you will learn

This tutorial will teach you how to draw tiles and apply textures in them for the purpose of 2D game making.

2. Background

To start you will need an idea of what you want your end product to look like and the desired texture bitmaps to apply to the squares you draw.

3. Instructions

We will be using the ofImage class for this exercise.
First, we need to place the image file we wish to display in the bin/data folder inside our project.
Second, we'll need to declare the ofImage object in the ofApp class in the ofApp.h file by adding the line:
ofImage George;//we're naming our image object george

Next we have to make changes to the ofApp.cpp file

Add:
george.loadImage("pallet.bmp");

to the void *ofApp::setup()* **method.**

Next we have to change *void ofApp::Draw()* **to look like this:**

```
void ofApp::draw(){
    int i;
    for(i=0;i<5;i++)
    {
      ofPushMatrix();//change coordinate matrix, works in conjunction
      with ofTranslate()
      ofTranslate(i*432,0);//shifts image
      george.draw(0,0);//draws image
      ofPopMatrix();//change coordinate matrix, works in conjunction
      with ofTranslate()
    }
```

Which will now tile the pallet.bmp image 5 times horizontally across the output window starting at the upper left corner.

}