**ECE 270**



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Quiz #19

How To:

Draw Textured Tiles in openFrameworks

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# 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.

# 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.

# 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.**

}