GLuint textureBrickID =

::g\_pTextureManager->getTextureIDFromName( "5.free-brick-textures1.bmp" );

GLuint textureUnit\_00 = 0;

glActiveTexture( textureUnit\_00 + GL\_TEXTURE0 );

glBindTexture( GL\_TEXTURE\_2D, textureBrickID );

GLint texBrick\_LocID = glGetUniformLocation( pShader->ID, "texBrick" );

glUniform1i( texBrick\_LocID, textureUnit\_00 );

GLuint textureGrassID = ::g\_pTextureManager->getTextureIDFromName( "grass.bmp" );

GLuint textureUnit\_01 = 1;

glActiveTexture( textureUnit\_01 + GL\_TEXTURE0 );

glBindTexture( GL\_TEXTURE\_2D, textureGrassID );

GLint texGrass\_LocID = glGetUniformLocation( pShader->ID, "texGrass" );

glUniform1i( texGrass\_LocID, textureUnit\_01 );

uniform sampler2D texBrick;

uniform sampler2D texGrass;

vec3 vertTextureBrick = texture( texBrick, vertTexUV.st ).rgb;

vec3 vertTextureGrass = texture( texGrass, vertTexUV.st ).rgb;

const float ratio = 0.0f;

vec3 vertTextureColour = ratio \* vertTextureBrick +

(1.0f - ratio) \* vertTextureGrass;

outputColour.rgb += (vertTextureColour.rgb \* lightDiffuseContrib.rgb)

+ lightSpecularContrib.rgb;