#### Texture manipulation

It is possible to change the skin on a model (the image that is drawn on the geometry) in the program. Use this method on a model:

// Sets the skin used for a model, only works for models that use a

// single texture.

void SetSkin( const string& sFileName );

// Example usage: sphere->SetSkin( "Marine2.jpg" );

The TL-Engine sets a default location for all of its media files. This location is set during the installation process. Look at the code created automatically by the TL-Engine when you create a new project. Look for the line of code near the beginning of the code which calls the AddMediaFolder function. It will look something like this

myEngine->AddMediaFolder( "D:\\..." );

where the pathname given inside the speech marks is the location of the media files. This will be on drive D in the games lab and probably C on your home computer. If you look inside the directory you can examine the media files installed.

Here are some examples of textures designed to be used with the sphere:

Clouds.jpg

EarthHi.jpg

EarthNight.jpg

EarthPlain.jpg

Jupiter.jpg

Mars.jpg

Saturn.jpg

Pluto.jpg

#### Exercise

1. Load up the sphere then change its skin to Jupiter.jpg.
2. Create simple a fine/cloudy cycle. Use an integer count to change the skin of the sphere from Earth to Clouds and then back again after a set number of frames. I would suggest using a count in the thousands.

If you have not already come across it, C++ has a built-in data-type for variables that are just going to be either *true* or *false*. The data-type is called *bool*:

bool cloudy = true;

if( cloudy == true )

{

cloudy = false;

}

1. Move a sphere left and right between X = -40 and X = 40. Make the sphere roll while it moves. Change the texture of the sphere every time that it changes direction.