Test Drive Unlimited 2 Steam Full Game with Crack

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render each Object. I'm currently using glVertexAttribPointer to bind the Object position vector to my World array buffer, with an offset of 0, but I don't know whether I can bind the texture coordinates. I can't find any examples of how to do this. Also I would like to know whether it's possible to bind Texture coordinates. A: Quads need not be single-textured if the vertex shader accesses the texture coordinates separately. So if you have a vertex shader like this: layout (location = 0) in vec3 inPosition; layout (location = 1) in vec2 inTexCoord; out vec2 texCoord; void main() { texCoord = inTexCoord; gl_Position = vec4(inPosition, 1.0); } Then you can set up your world buffer like this: int vertices[] = {... }; GLuint vbo; glGenBuffers(1, &vbo); glBindBuffer(GL_AR f678ea9f9e

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