

Tutorial 09

- Ouverture d'un fichier flt.
- Ajout d'une texture sur ce fichier flt.

```
#include <osg/PositionAttitudeTransform>
#include <osg/Group>
#include <osg/Node>
#include <osgDB/ReadFile>
#include <osgProducer/Viewer>

int main()
{
    osg::Node* tankNode = NULL;
    osg::Group* root = NULL;
    osgProducer::Viewer viewer;
    osg::Vec3 tankPosit;
    osg::PositionAttitudeTransform* tankXform;

    tankNode = osgDB::readNodeFile("t72-tank_des.flt");

    root = new osg::Group();
    tankXform = new osg::PositionAttitudeTransform();

    root->addChild(tankXform);
    tankXform->addChild(tankNode);

    tankPosit.set(5,0,0);
    tankXform->setPosition( tankPosit );

    viewer.setUpViewer(osgProducer::Viewer::STANDARD_SETTINGS);
    viewer.setSceneData( root );
    viewer.realize();

    while( !viewer.done() )
    {
        viewer.sync();
        viewer.update();
        viewer.frame();
    }
}
```