

glVertex2f

```
* glMatrixMode(GL_MODELVIEW);
* glLoadIdentity();

* glEnable(GL_TEXTURE_2D);
* glBindTexture(GL_TEXTURE_2D, textures[0]);
* glBegin(GL_QUADS);
* glTexCoord2f(0, 0); glVertex2f(0, 0);
* glTexCoord2f(1, 0); glVertex2f(100, 0);
* glTexCoord2f(1, 1); glVertex2f(100, 100);
* glTexCoord2f(0, 1); glVertex2f(0, 100);
* glEnd();
* glDisable(GL_TEXTURE_2D);
```