
Subject: OpenGL and continuous animation

Posted by [forlano](#) on Sun, 24 Feb 2008 18:25:31 GMT

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Hello,

I found <http://nehe.gamedev.net> where there are nice tutorials covering OpenGL. I followed the first tutorials and I used as skeleton the package `reference/OpenGL`. All the code of the tutorial finish in `GLPaint()` method and everything works perfectly.

What I would like to have now is the automatic animation of the picture without to drive it with the mouse done via

```
virtual void MouseMove(Point p, dword) {  
    point = p;  
    Refresh();  
}
```

It should be very easy but I am facing problem.

For example I added the callback `LeftDown` and the method `Rotate()` that change some parameter of the figure but nothing change in the screen when I leftclick

```
virtual void LeftDown(Point p, dword) {  
    Rotate();  
}
```

```
void Rotate( )  
{ for(int i=1;i<=1000000;i++) {  
    rtri+=0.2f; //it is used in GIPaint  
    Refresh();  
}  
}
```

Instead `MouseMove()` works fine. What am I missing?

(tell me if a testcase is needed although `reference/OpenGL` with an automatic animation would be ok)

Luigi
