Subject: OpenGL and continous 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 refence/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 GlPaint
      Refresh();
   }
 }
```

Instead MouseMove() works fine. What am I missing?
(tell me if a testcase is needed although refence/OpenGL with an automatic animation would be ok)

Luigi