Subject: OpenGL example
Posted by jobs on Mon, 28 Nov 2005 12:41:25 GMT
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First, you done great job with Ultimate, congratulations!

I think it should be casting to (Point) in next line of
/geom/Draw/plotter.cpp

Quote: ImageMarker::ImageMarker(const AlphaArray& srcimg, ...)
{
 hotspot = (ignore_hotspot ? (Point) srcimg.GetSize() >> 1 : srcimg.GetHotSpot());

Otherwise it wouldn't compile.

But then I have linking errors:

Quote:20 undefined symbol(s):
_glBegin@4 (referenced from c:\devel\ultimate\out\opengl\mingw.blitz.gui.main\$blitz.o:4 4;
CameraCtrl::GLPaint(v
 oid); CameraCtrl::GLPaint(); .text$_ZN10CameraCtrl7GLPaintEv)....

I compile and link with MingW.
Any suggestions what's going wrong?

Thanks!