Subject: Re: OpenGL example
Posted by gprentice on Mon, 28 Nov 2005 23:55:04 GMT

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Quote:
I don't get the linker errors you mention but I do get an error at line 9 of OpenGL.H in the examples/OpenGL folder
#include <GL/glaux.h>
- the error is "no such file or folder"

I'm puzzled, because there is no glaux.h file nor is there a GL directory/package - yet it builds and runs fine with VC7.1 ???

ok, forget that. It's in the platform SDK. I didn't have paths setup correctly for GCC/ MingW as I haven't used it in U++ before.

Now I get a bunch of linker errors too.
e.g. undefined reference to glLoadIdentity - which is psdk function, - probably the other errors I have are too, so probably I have some path still not setup right or something. I'll try and investigate further, later.

Graeme