
Subject: Re: OpenGL example

Posted by [gprentice](#) on Tue, 29 Nov 2005 07:47:43 GMT

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jobs wrote on Tue, 29 November 2005 02:13 thanks Graeme for answering!

I forgot to include OpenGL libraries in this example,
(that's missing in OpenGL example also)

So, there is no linking errors now.

Of course, casting to Point should be done as I wrote before.

It sounds like you know more than I do. I tried adding the opengl libraries into the package setup for the opengl example but couldn't figure out what to put in the "when" column (I tried MingW) - until I stole from the GLCtrl package

```
library(WIN32 GCC) "glaux glu32 opengl32";
```

I'm curious to know how you figured out how to do this? Are you an experienced U++ user ??

Graeme