
Subject: Re: Problem with OpenGL functionality: glPrimitiveRestartIndex

Posted by [mr_ped](#) on Thu, 22 Jul 2010 09:36:41 GMT

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+1 mrjt.

If you want something more candy, I would do it as OGL demo 2, the question is what does it have with UPP, as UPP generally doesn't support OGL in any way except not getting into it's way.

Thinking about it, probably a demo showing different ways how to mix UPP GUI (Ctrls? Events? Etc?) with OGL and some stuff like MT with timers, animations, background loading, i.e. where upp classes may help... that may be of considerable value. Still the OGL part is not important technically, so making it overly complex would maybe hurt more then help.

If you want true eye candy, just do OGL demo and put it into forum and Applications here on web, but I wouldn't add it to bazaar.
