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Subject: Re: Problem with OpenGL functionality: glPrimitiveRestartIndex

Posted by [mrjt](#) on Thu, 22 Jul 2010 10:04:15 GMT

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Things that would be most useful:

Loading textures using StreamRaster/Image (there are a couple of non-obvious steps involved)

A Glew package

A GL example with multiple windows/more complex behaviour

I've most of this code already and a whole set of util classes (like a texture loader that works with ref-counted Texture objects for example) that I'll happily post to bazaar if someone wants them.

The thing is that you have to be a bit mad to try and do anything in OpenGL from the ground up these days. After the last time I did it (in UPP) I vowed I'd never do it again. Almost as soon as you get past 'Hello World' you want to be using an SDK like Ogre3D or you're just re-inventing the wheel.

Now, an Ogre3D port to Upp without all the hideous pointers and bizarre memory management is something I could really get behind

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