
Subject: Re: GLCtrl questions

Posted by [281264](#) on Mon, 13 Sep 2010 18:01:20 GMT

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Hi cbpporter,

Not being an OpenGL expert (I am currently using a limited portion of it and not for games, btw) these are my answers:

1.- GLCtrl is a way to create a substratum for the usage of OpenGL in Windows: i.e. specification of pixelformatdescriptor, creation of an OpenGL rendering context (by using `wglCreateContext()`), and so on. These features are easily recognizable in the code. I suggest you to have a look to the

<http://fly.cc.fer.hr/~unreal/theredbook/>). Also have a lookt at the example included in the reference assembly of TheIde.

Yes, you can create anything in OpenGL by using GLCtrl. For example, the function in `GLCtrl.cpp::void GLCtrl::StdView()`

```
{  
    glShadeModel(GL_SMOOTH);  
    glClearColor(0.0f, 0.0f, 0.0f, 0.5f);  
    glClearDepth(1.0f);  
    glEnable(GL_DEPTH_TEST);  
    glDepthFunc(GL_LEQUAL);  
    glHint(GL_PERSPECTIVE_CORRECTION_HINT, GL_NICEST);
```

```
    Size sz = GetSize();  
    glViewport(0, 0, (GLsizei)sz.cx, (GLsizei)sz.cy);  
    glMatrixMode(GL_PROJECTION);  
    glLoadIdentity();  
    gluPerspective(45.0f, (GLfloat)sz.cx/(GLfloat)sz.cy, 1.0f, 100.0f);  
    glMatrixMode(GL_MODELVIEW);  
    glLoadIdentity();  
}
```

sets up the basic features you need: viewport, type of perspective projection (`gluPerspective` in this case, although I am currently using `glOrtho`), etc..

Yes, you can have more than one OpenGL views at the same time. Just generate a second

2.- I have never tried that for I never needed it.

3.- As long as you are able to create a window without borders, capable to occupy the whole screen (which is not related with OpenGL), then OpenGL will occupy the full screen.

BTW I am interested in working with a `TopWindow` in U++ capable to occupy the full screen, i.e. to use the screen space used by the lower Windows toolbar; any hint how to do it?
