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Subject: Re: GLCtrl questions

Posted by [koldo](#) on Mon, 13 Sep 2010 20:30:18 GMT

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cbpporter wrote on Mon, 13 September 2010 20:53TopWindow::FullScreen is used for that.

Anyway, my dislike for OpenGL has proven on good base again and it managed not to work alright on any hardware I have. For cutting edge 3D DirectX is more advanced and more supported (I only need a few polys), and on cheap integrated cards I always get graphical errors. And in a period at least, ATI drivers did not have OpenGL hardware acceleration at all. I had hello world OpenGL apps running at 6 FPS. From my personal experience I can say that the chance of OpenGL working is very low when compared to DirectX. I tried two computers today and both were unsatisfactory even with basic stuff.

I am investigating Irrlicht right now. It has support for multiple backends so if OpenGL does not work, DirectX does. Software rendering is also fast enough. I managed to use it with U++, but not to limit it to a single DHCtrl yet. Maybe I can get something that only falls back under OpenGL for Linux.

Hello cbpporter

Good for testing Irrlicht.

Have you also considered other libraries like Ogre3D or other more centered in engineering?