
Subject: Re: GLCtrl questions

Posted by [mrjt](#) on Tue, 14 Sep 2010 14:35:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've attached a ctrl that can display an Ogre3D rendering context. I can't guarantee it will work with latest version since I haven't used it in over a year but it should at least point you in the right direction. It can toggle between DirectX and OpenGL rendering.

If you want full screen rendering you're best off creating a seperate non-Upp context.

I'm reasonably sure you can place ctrls over a GL/Ogre Ctrl without problems. I never tried GDI but it should work in windowed mode.

I'm not really sure why you've had so many problems with OpenGL support. I released a program last year in pure OpenGL (a 3D visualiser for a game called Dwarf Fortress) that was used by a lot of people on all sorts of shoddy hardware. That used vertex and pixel shaders, shadow maps and some other tricky stuff and ran on everything from a GeForce2 MX 400 (I have that in my PC right now) to the most recent cards, includingg ATi ones.

File Attachments

1) [OgreCtrl.zip](#), downloaded 371 times
