
Subject: Re: GLCtrl: does it support multisamplig feature?

Posted by [mrjt](#) on Thu, 16 Sep 2010 08:35:04 GMT

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

Here's the UppGL package I used for my last projects. There's a lot of other stuff (Shader and texture management, cameras etc.) in there too, but the multisample code is in ARB_GL_Multisample.h/cpp and GLViewCtrl.h/cpp.

The glm package is The OpenGL Mathematics Library, which I've included since it's referenced from UppGL. It's very good but using it requires the disabling of the Upp MOVEABLE check, so use with caution.

The code was not intended for general consumption, so it's a bit rough, but you may find it useful.

File Attachments

1) [UppGL.zip](#), downloaded 255 times
