
Subject: Re: Upp and OpenSceneGraph
Posted by [nlneilson](#) on Tue, 01 Feb 2011 22:43:06 GMT
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Hi Koldo

Thanks for the link.

I spent the last two days trying get OSG to do anything.
Most of that time was following a setup example for a MinGW build and using Eclipse. That example is apparently outdated and maybe broken. I did get the SVN code to compile with MinGW.

Yesterday I started with a setup example with VC++ 10 which is OK as far as compiling their latest SVN code.

Once I get one of the small example apps to run then will pull that into Upp.

Linking to the OSG bin, include and lib in Upp I will need to tinker with.

OsgEarth is basically an add on or plug in to OSG but big.
One thing I am pretty good at is getting rid of stuff that is not needed for what I want to accomplish.

I have Upp set up and works OK with MINGW, MSC9 and MSC10.

Neil
