Subject: Re: Upp and OpenSceneGraph
Posted by nlneilson on Thu, 03 Feb 2011 10:20:09 GMT

Hi Koldo

That seems to be old and not maintained, five different links to download it didn't work.

OSG with the OsgEarth extension has 3D rendering of a globe and can/does use the images from the NASA servers.

Once I get it running it will mainly be stripping everything out that is not necessary.

Upp has been good for the control window apps that work good.

To compile the latest code from the SVN with MinGW it was just use Cmake and set a few things then
cd c:\OpenSceneGraph
mingw32-make
mingw32-make install

It took about 1.5 hours but compiled without errors.
With the MS VC++ 10 it compiled OK after a few tries.

If a few header files need to be changed that can be done in Upp.

Neil