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Subject: Re: Form with OpenGL Display object  
Posted by [navi](#) on Tue, 08 May 2012 07:21:35 GMT  
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Then add `#include <GLCtrl/GLCtrl.h>` in `main.cpp` of your project.  
Then write your derive your class using the `GLCtrl` class and override the following method

```
// Overridable methods for derived controls

// Called after succesful OpenGL initialization
virtual void GLInit();

// Called just before OpenGL termination
virtual void GLDone();

// Called on resize events
virtual void GLResize(int w, int h);

// Called on paint events
virtual void GLPaint();
```

Once you have your GL class ready, you can add your GL class and other widgets like buttons and stuff from `CtrlCore` into your windows using the `win.Add()` function like below.

```
GUI_APP_MAIN{
    TopWindow win;
    MyGL gl;
    win.Add(gl.LeftPos(10, 700).TopPos(10, 700));
    win.Sizeable().Zoomable();
    win.Open();
    win.Run();
}
```

See the attachment in this post. In that package I did something similar, but haven't add the widgets yet. Still working through my GL codes.