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Subject: GLUT

Posted by [keltor](#) on Wed, 23 May 2012 11:25:18 GMT

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Simple and to the point: Is there a way to use GLUT in GLCtrl?

Long version: I have GLUT installed and working, and I can also run (and fiddle with) the OpenGL example in the Reference package. However, I would like to draw spheres, cones and such with GLUT.

If I add the `#include <GL/glut.h>` but do nothing with it, there's no problem and it runs fine. But if I then try to run a function such as `glutSolidSphere`, the program compiles but it doesn't run properly. To be more specific, the main window starts but gets destroyed immediately.

I am a little confused by the functions that I should and should not call, since GLCtrl takes care of part of them. Are there any other initialisations I should run before drawing glut objects? Or is there simply no way to make it work? I haven't found any glut examples in the docs and forum, so I am rather lost here. Any help would be appreciated.

Thanks,

Kel

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