
Subject: Re: upp w/ Ogre3D

Posted by [qwerty](#) on Sun, 02 Jul 2006 18:32:34 GMT

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err.... it was so simple , but why not...

all needed tutorials for downloading/installation under Linux is on the Ogre wiki site, nothing challenging under FC 5, so for me && upp:

- new upp console app
- update 'lib' and 'include' paths under 'Setup/Building methods...' if needed
- under 'Project/Package Organizer' add 'OgreMain' library for your package
- setup 'Build/Output mode...' to satisfy your needs(shared objects because of LPGL Ogre licence in my case...)
- use some Ogre example code or write own; beware: Ogre colide with upp names(ConfigFile for ex.), so remember that(I've used Ogre::xxx to simplify...)
- build
- copy needed configuration Ogre files(at least 'plugins.cfg' and 'resources.cfg') to directory, where upp put your executable, and update paths in these(or you can hard code paths in your app - refer to ogre wiki, manual, etc.). All neede files are located in Ogre SDK with appropriate Media folder, sources, ready to use example etc...

I've tried other combinations w/ MT, all shared, debug, speed, inplemented Lua... all works fine so far.

Any questions welcome.

have a nice... life
