
Subject: glutBitmapCharacter undefined reference.
Posted by [witriol](#) on Thu, 23 May 2013 15:03:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sorry my english is very poor

I found a short function:

```
virtual void GLPaint()
{
    StdView();
    glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
    glMatrixMode (GL_PROJECTION);
```

```
.....
void RenderBitmapString(float x, float y, String a)
{
    char c;
    glColor3f(1.0, 0.0, 0.0); // print in red
    glRasterPos2f(x, y);
    int k=0;
    for (c=a[k]; k<a.GetCount(); k++)
        glutBitmapCharacter(GLUT_BITMAP_9_BY_15, c);
}
.....
}
```

I tried many to many font type but never work. I copied the types from the GL/glu.h or GL/freeglut.h or GL/glut.h.

We a/home/ek/upp/_out/MyApps/ldc/GCC4.Debug.Debug_Full.Gui.Main .Shared.Sse2/main.o: In function `OpenGLExample::RenderBitmapString(float, float, Upp::String)':
/home/ek/MyApps/ldc/main.cpp:82: undefined reference to `glutBitmap9By15'
/home/ek/MyApps/ldc/main.cpp:82: undefined reference to `glutBitmapCharacter' always get this error message:

What am I doing wrong?