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Subject: Re: glutBitmapCharacter undefined reference.

Posted by [witriol](#) on Fri, 24 May 2013 20:41:42 GMT

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Yes I did.

This are the included headers:

```
#include "Idc.h"
```

```
#include <GLCtrl/GLCtrl.h>
```

```
//#include <GL/glut.h>
```

```
//#include <GL/glu.h>
```

```
#include <GL/freeglut.h>
```

And I added "-lglut" the debug link options, and the relase link options. I found an interesting thing. If I use Ubuntu linux 12.04 LTS, the compiling does not work. But I use Gentoo linux (the gcc its same) the compiling its work, but it's crashes. The UPP serie is same the last stable 5485.

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