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Subject: glut init-error.

Posted by [witriol](#) on Tue, 28 May 2013 14:32:36 GMT

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I tried to compile this short function.

```
struct OpenGLUT2 : GLCtrl
{
    void init(void)
    {
        glClearColor(0.0, 0.0, 0.0, 0.0);
        glMatrixMode(GL_PROJECTION);
        glLoadIdentity();
        glOrtho(0.0, 1.0, 0.0, 1.0, -1.0, 1.0);
    }

    void RenderBitmapString(float x, float y, String a)
    {
        char c;
        glColor3f(1.0, 1.0, 0.0);
        glRasterPos2f(x, y);
        void * font = GLUT_BITMAP_TIMES_ROMAN_10;
        int k=0;
        for (c=a[k]; k<a.GetCount(); k++)
            glutBitmapCharacter(font, c);
    }

    virtual void GLPaint()
    {
        glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
        init();
        glutMainLoop();
    }
};
```

.....

```
OpenGLExample2 gl;
Ldc app;

gl.SetFrameInsetFrame());

app.Add(gl.HSizePos(10, 320).VSizePos(10, 200));
```

```
app.Sizeable(true);
app.Maximize(true);
app.Run();
```

The translation is okay, but I try to use (Linux), this error message:

```
ek@programozas:~/upp/_out/MyApps/GCC4.Debug.Debug_Full.Gui.Shared.Sse2$ ./ldc
freeglut ERROR: Function <glutMainLoop> called without first calling 'glutInit'.
```

```
virtual void GLPaint()
{
StdView();
char fakeParam[] = "fake";
    char *fakeargv[] = { fakeParam, NULL };
    int fakeargc = 1;

glutInit( &fakeargc, fakeargv );
glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
init();
//glutDisplayFunc(display);
//glutKeyboardFunc(keyboard);
glutMainLoop();
}
```

Heap leaks detected! Fatal IO error 11 on X server :0.0.

If you prepare the glutInit this is the error massage:

```
/GCC4.Debug.Debug_Full.Gui.Shared.Sse2$ ./ldc
```

Heap leaks detected!

ldc: Fatal IO error 11 on X server :0.0.

What am I doing wrong?

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