
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;
Idc app;

gl.SetFrame(InsetFrame());

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
freelut 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 message:

```
/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?
