Subject: GLCtrl for a newbie
Posted by giol on Sun, 26 Oct 2014 14:53:22 GMT
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Hello Guys

Starting these last days my first experience with Ultimate, I'd like to thank you very much for your great job.

But, instead of simple speaking about the problem of a newbie, I think much better to show you my start with Theide by images.

So, my first hard experience as non skilled user started only when I tried to treat the OpenGL packages in the "reference" assembly, after some examples well compiled without problems.

Maybe it's not irrelevant to inform you about my best interests on the 3D graphics.

So, now, by images, these are the first hitches for a newbie:

First error...Avoided:

Second error...I tried many versions, but the follow is my only one.

At last...The GLDrawDemo starts:

I work with the last Cinnamon Linux Mint 17 - Qiana (Ubuntu Trusty Tahr 14.04), GCC 4.8.2 and NVIDIA UNIX x86_64 Kernel Module 331.38.

It's all by now, until next time when I'll talk about the more complicated experience with Ultimate and OCE (Opencascade).

Thank you Guys.

Bye.

Giol

File Attachments

1) 1-2.jpg, downloaded 583 times

2) 3-4.jpg, downloaded 577 times
3) 5-6.jpg, downloaded 569 times
4) 7-8.jpg, downloaded 521 times