Subject: Re: GLCtrl for a newbie
Posted by Klugier on Thu, 20 Nov 2014 17:32:01 GMT

Hello,

Some time ago, I have post compilation issue patch for GTK inspired by your post (It is not on trunk yet). Link: http://www.ultimatepp.org/redmine/issues/918. But, GTK OpenGL performance is very bad. Moreover it can lead to graphics artifacts. So, currently it is highly recomended to use X11 backend for OpenGL. How to do that? Screenshot:

OpenGL tested on native linux with Nvidia drivers.

Sincerely,
Klugier

File Attachments
1) OpenGL-X11.png, downloaded 583 times