
Subject: OpenGL test

Posted by [lovmy](#) on Mon, 16 Nov 2015 13:22:37 GMT

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Hi,

sorry i don't speak very well English. I try to execute this:

```
#include "Fractale.h"
#include <CtrlLib/CtrlLib.h>
#include <GLCtrl/GLCtrl.h>

using namespace Upp;

struct OpenGLExample : GLCtrl
{
    Point point;
    virtual void GLPaint()
    {
        StdView();
        double t = 13 * point.x;
        glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
        glEnable(GL_BLEND);
        glBlendFunc(GL_SRC_ALPHA, GL_ONE_MINUS_SRC_ALPHA);
        glLoadIdentity();
        glPushMatrix();
        glTranslatef(0, 0, -6);
        glRotated(t / 30.0, 0, 1, 0);
        glRotated(t / 40.0, 1, 0, 0);
        glRotated(t / 5.0, 0, 0, 1);
        glBegin(GL_TRIANGLE_FAN);
        glColor4d(0.8, 0.4, 0.2, 1);
        glVertex3f(0.0f, 0.0f, 0.0f);
        for(int i = 0; i < 50; i++) {
            double u = M_2PI * i / 49;
            glColor4d(i / 50.0, 0.5 + i / 100.0, 0.7 - i / 150.0, 1);
            glVertex3d(sin(u), cos(u), 1.0f);
        }
        glEnd();
        glBegin(GL_TRIANGLE_FAN);
        glColor4d(0.8, 0.4, 0.2, 1);
        glVertex3f(0.0f, 0.0f, 3.0f);
        for(int i = 0; i < 50; i++) {
            double u = M_2PI * i / 49;
            glColor4d(0.7, 0.5 - i / 100.0, 0.7 + i / 150.0, 1);
            glVertex3d(sin(u), cos(u), 1.0f);
        }
        glEnd();
    }
};
```

```

    glPopMatrix();
    t = 13 * point.y;
    float sn = (float)sin(t / 300);
    float cs = (float)cos(t / 300);
    glTranslatef(sn + cs, sn, -6 - cs);
    glRotated(t / 12.0, 0, 0, 1);
    glRotated(t / 15.0, 0, 1, 0);
    glRotated(t / 17.0, 1, 0, 0);
    glBegin(GL_TRIANGLE_STRIP);
        glVertex3f(0.0f, 0.0f, 0.0f);
        glColor4d(1, 0, 0, 0.5);
        glVertex3d(-1, 0, 0);
        glVertex3d(1, 0, 0);
        glVertex3d(0, 0.87, 0);
        glColor4d(0, 1, 0, 0.5);
        glVertex3d(0, 0, 1.67);
    glEnd();
}

virtual void GLResize(int w, int h)
{
    glViewport(0, 0, (GLsizei)w, (GLsizei)h);
}

virtual void MouseMove(Point p, dword)
{
    point = p;
    Refresh();
}
};

Fractale::Fractale()
{
    CtrlLayout(*this, "Visualisateur de fractales");
    bouton <<= THISBACK(Toto);
}

void Fractale::Toto()
{
    texte <<= "Test";
}

GUI_APP_MAIN
{
    Ctrl::GlobalBackPaint();

    TopWindow Fractale;

```

```
OpenGLExample gl;  
/* gl.SetFrame(InsetFrame());  
Fractale.Add(gl.HSizePos(10, 10).VSizePos(10, 10)); */  
  
Fractale.Sizeable().Zoomable();  
Fractale.Open();  
Fractale.Run();  
  
    // Fractale().Run();  
}
```

No error in compiled, but linking error:

Undefined reference to Upp::GLCtrl::StdView()
Undefined reference to glClear
Undefined reference to glEnable
...

I'm under Ubuntu Linux 3.13.0-69-generic x86_64

Can you help me ? I'm newbie with Ultimate ++ and Theide.

Best Regards !
