Subject: OpenGL test
Posted by lovmy on Mon, 16 Nov 2015 13:22:37 GMT
View Forum Message <> Reply to Message

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 !
