Subject: What's the relationship between the U++ GUI and OpenGL?
Posted by ptkacz on Thu, 07 Sep 2017 02:54:49 GMT
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Hi Guys,

What's the relationship between the U++ GUI and OpenGL? When making use of OpenGL, what drives the GUI's graphics as compared to when not making use of OpenGL?

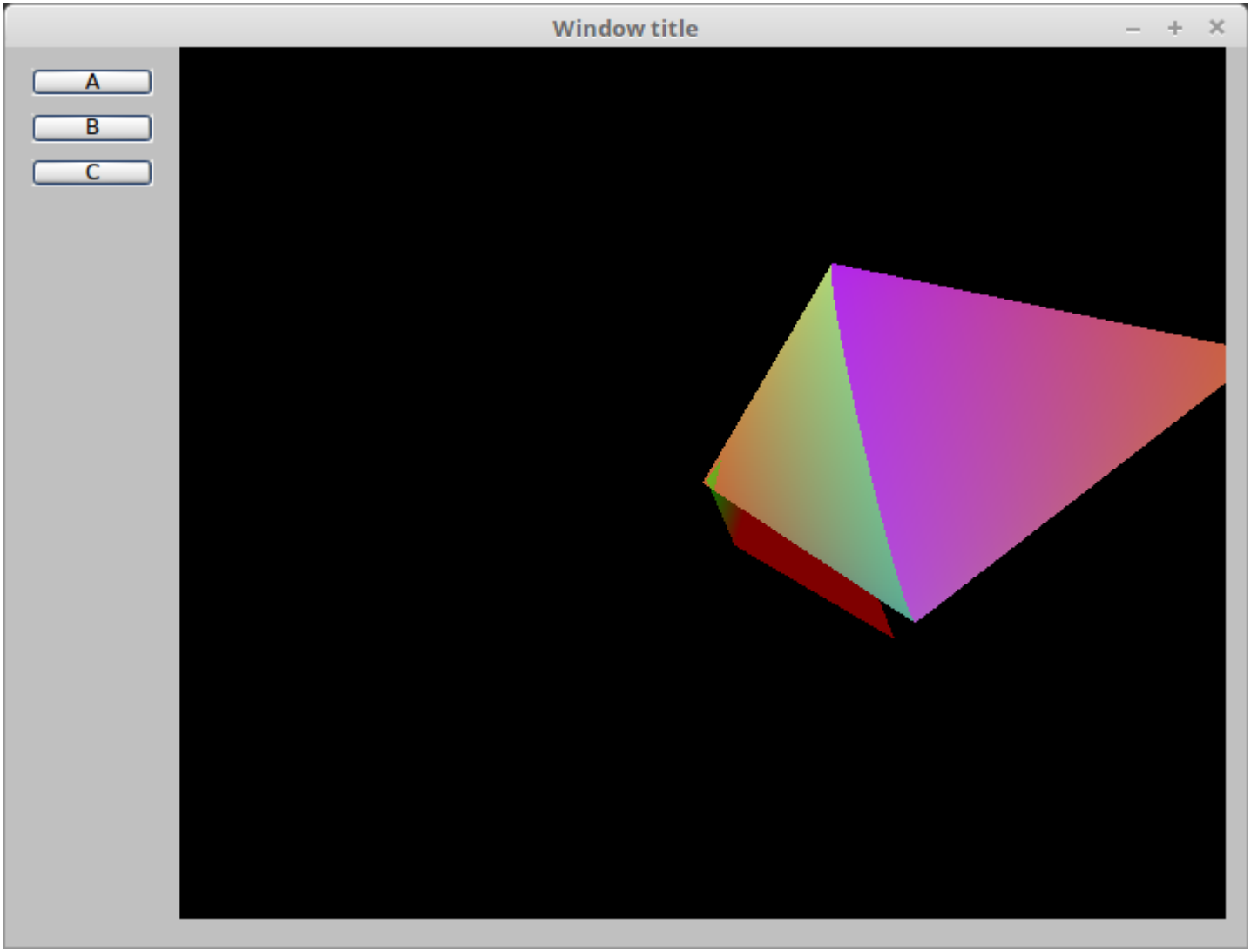
Below is a screen shot of a quick app that I've thrown together as a starting point, first to see if it's possible to build a U++ GUI with an OpenGL window. The push buttons, "A", "B" and "C" haven't been programmed to do anything yet and will be redefined. The OpenGL code was pulling in from the "OpenGL" demo found within the U++ theide reference section,... and is to be gutted when I start playing around with the code tomorrow.

As for the OpenGL commands provided by U++, are these commands that are defined in other C language OpenGL libraries? Is there anything that one should be aware of when mixing OpenGL with U++?

Peter

File Attachments

1) OpenGLScreenShot.png, downloaded 898 times


Window title
A
B
C