
Subject: Issues with OpenGL

Posted by [ren42](#) on Mon, 15 Jan 2018 21:00:48 GMT

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Hi Mirek,

I tried to compile the reference/GLDrawDemo example but compiling fails:

/home/thomas/upp/uppsrc/GLDraw/GLDrawS.cpp (245):

error: non-constant-expression cannot be narrowed from type 'int' to 'GLshort' (aka 'short') in initializer list [-Wc++11-narrowing]

I was able to fix these errors with three changes in GLDrawS.cpp:

Line 244

```
// GLshort vertex[] = {  
GLint vertex[] = {  
    rect.left, rect.top,  
    rect.left, rect.bottom,  
    rect.right, rect.bottom,  
    rect.right, rect.top,  
};
```

Line 307

```
// GLshort vertex[] = {  
GLint vertex[] = {  
    r.left, r.top,  
    r.left, r.bottom,  
    r.right, r.bottom,  
    r.right, r.top,  
};
```

Line 373

```
// GLshort vertex[] = {  
GLint vertex[] = {  
    rect.left, rect.top,  
    rect.left, rect.bottom,  
    rect.right, rect.bottom,  
    rect.right, rect.top,  
};
```

With this changes it compiled and run but...
the window shows only a copy of the screen "behind" it
instead of rendering what this example want.

Is the type change from GLshort to GLint ok?
Or is there something wrong with OpenGL?

my System:OpenSuse Leap42.2 Upp2017.2 clang

Thanks in advance,
Thomas
