Subject: Re: An OpenGL ctrl for Linux / X11
Posted by h3l1 on Fri, 06 Oct 2006 13:47:52 GMT
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Hi Damien,

great work, finally I got it to run. So I tried to get antialiasing to the controls and had to add

#ifdef GLX_SAMPLE_BUFFERS_ARB
visual << GLX_SAMPLE_BUFFERS_ARB << 1 << GLX_SAMPLES_ARB << 4;
#endif

in the OpenGLCtrl::CreateGLXWindow method. It would be nice if this can be added to the final code. So it is possible to create individual scenes with antialiasing enabled.

Finally enabling antialiasing works with the following code:

glEnable(GL_MULTISAMPLE_ARB);
glHint(GL_MULTISAMPLE_FILTER_HINT_NV, GL_NICEST);

I added it at the InitGL of the CubeGL control and voila the cube was antialiased. This is really cool!
Now I'm trying to create a control with opengl in high quality.

bye
Heli