
Subject: Re: An OpenGL ctrl for Linux / X11
Posted by [cyrion](#) on Fri, 17 Nov 2006 00:46:08 GMT
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@Mirek & Heli: Sorry for the late reply !

@Heli: I followed your suggestion and added arb multisample antialiasing to the parameters of the GLCtrl.

Note: you still have to glEnable(GL_MULTISAMPLE_ARB) "yourself".

So, the attached archive contains :

1/ the patch against the CtrCore lib

uppsrc/CtrlCore/CtrlCore.h

uppsrc/CtrlCore/Ctrl.cpp

uppsrc/CtrlCore/X11Wnd.cpp

2/ the portable GLCtrl (now including Linux/X11)

uppsrc/GLCtrl/GLCtrl.cpp

uppsrc/GLCtrl/GLCtrl.h

uppsrc/GLCtrl/GLCtrl.upp

3/ the reference example slightly modified to demonstrate antialiasing (optional, of course)
reference/OpenGL/main.cpp

Theses files works with upp611-dev2.

Bye,
Damien.

File Attachments

1) [glctrl.tgz](#), downloaded 1800 times
