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?

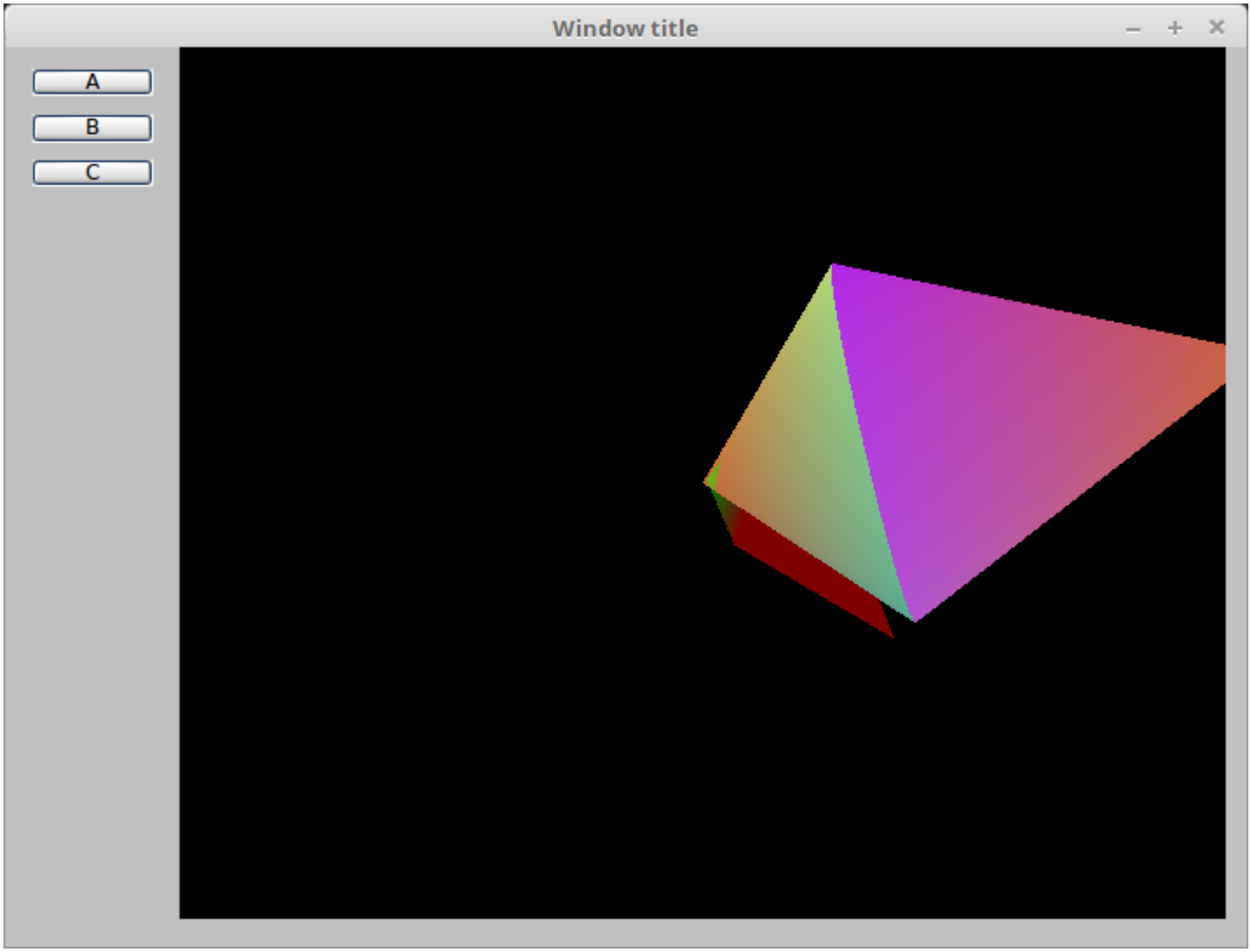
Below is a screen shot of a quick app that I've thrown together as a starting point, first to see if it's possible to build a U++ GUI with an OpenGL window. The push buttons, "A", "B" and "C" haven't been programmed to do anything yet and will be redefined. The OpenGL code was pulling in from the "OpenGL" 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 896 times



Subject: Re: What's the relationship between the U++ GUI and OpenGL?
Posted by cbpporter on Thu, 07 Sep 2017 08:14:06 GMT
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AFAIK, U++ is not OpenGL aware.

All we do is provide you a container widget in which you can render OpenGL (GLCtrl), using the standard headers and libraries, so everything should work as normal.

There is also the GLDraw package, which offers some super light features if you wish to not call OpenGL directly in order to acheive some simple tasks and interface with U++, like painting an Image.

Subject: Re: What's the relationship between the U++ GUI and OpenGL?

Posted by ptkacz on Sun, 10 Sep 2017 04:55:55 GMT
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Thanks cbpporter.