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Subject: OpenGL example does not work  
Posted by [281264](#) on Sat, 16 Jun 2018 17:13:57 GMT  
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In the latest Upp version (11996, Windows), it seems that OpenGL example does not work anymore (and hence any OpenGL based application). Please, could anyone fix it?

Thanks,

Javier

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Subject: Re: OpenGL example does not work  
Posted by [koldo](#) on Sun, 17 Jun 2018 20:11:07 GMT  
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Yes, It happens with MINGW and MSC.  
No log running it in command line. After a first review nothing seems wrong...  
Which version of Linux are you using?

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Subject: Re: OpenGL example does not work  
Posted by [koldo](#) on Mon, 18 Jun 2018 09:18:44 GMT  
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Just tested with Windows 7 and it works perfectly.  
In summary, the problem seems related with Windows 10.

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Subject: Re: OpenGL example does not work  
Posted by [281264](#) on Sat, 23 Jun 2018 20:10:23 GMT  
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Ok. I wish someone fixe it. I work on Windows 10.

Thanks,

Javier

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Subject: Re: OpenGL example does not work  
Posted by [koldo](#) on Sun, 24 Jun 2018 13:28:13 GMT  
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Me too. I have updated drivers just in case but the problem remains. :blush:

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Subject: Re: OpenGL example does not work  
Posted by [koldo](#) on Sun, 24 Jun 2018 14:10:56 GMT  
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I have just tried two demos, one 2D and 3D, and worked well.

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Subject: Re: OpenGL example does not work  
Posted by [Klugier](#) on Sun, 24 Jun 2018 17:16:25 GMT  
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Hello Koldo,

Can you test on stable U++ version? I believe some last changes might broke OpenGL.

Sincerely,  
Klugier

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Subject: Re: OpenGL example does not work  
Posted by [koldo](#) on Mon, 25 Jun 2018 07:47:37 GMT  
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Hello Klugier

Good point.

Unfortunately I have just tried stable U++ with MSC17 and MinGW, 32 and 64 bits, and the problem remains.

I am confused. I have reviewed changes in DHCtrl and GLCtrl but i have not found anything relevant. :blush:

Just to clarify, the two tests I did that worked where programmed directly in OpenGL.

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Subject: Re: OpenGL example does not work  
Posted by [Tom1](#) on Mon, 25 Jun 2018 11:30:34 GMT  
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Hi Koldo,

Just wanted to let you know that I recently had some trouble with OpenGL / GLCtrl, until I found and disabled some 'USE-GL-SHADER' macro. My graphics hardware was not up to that, so it was

not working when enabled.

I'm sorry I can't confirm the exact real name or location of the #define in U++ code base. (I'm not at the office right now and cannot check.) Hope this helps anyway.

Best regards,

Tom

Update: Maybe it was in GLDraw...

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Subject: Re: OpenGL example does not work  
Posted by [mirek](#) on Mon, 25 Jun 2018 15:51:49 GMT  
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Tom1 wrote on Mon, 25 June 2018 13:30Hi Koldo,

Just wanted to let you know that I recently had some trouble with OpenGL / GLCtrl, until I found and disabled some 'USE-GL-SHADER' macro. My graphics hardware was not up to that, so it was not working when enabled.

That is extremely unlikely. Our shader stuff is supported by anything younger than 12 years...

Mirek

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Subject: Re: OpenGL example does not work  
Posted by [pepe1970](#) on Mon, 25 Jun 2018 19:22:23 GMT  
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Hello,  
i'm new in this forum, and i'm not a guru of c++, but i like this work and i'm following it from 2006. it is really a great job, i'm using it for small programs and to learn c++.  
Any way i was working with opengl for my hobbies, and with upp version 11540 all was working very well, but i decide to migrate to version 11873 and it stopped working.  
I tried some debug, and i discovered that "virtual void GLPaint()" is out of system message queue. hope this can help to solve the issue.  
thanks a lot for your work.  
Ciao. :)

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Subject: Re: OpenGL example does not work

Posted by [koldo](#) on Tue, 26 Jun 2018 06:52:48 GMT

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Thank you Pepe

It is true. Nobody is calling GLPaint() and also nobody is calling GLCtrl::GLPane::WindowProc().  
Is the problem in DHCtrl()?

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Subject: Re: OpenGL example does not work

Posted by [mirek](#) on Tue, 26 Jun 2018 08:45:27 GMT

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koldo wrote on Tue, 26 June 2018 08:52 Thank you Pepe

It is true. Nobody is calling GLPaint() and also nobody is calling GLCtrl::GLPane::WindowProc().  
Is the problem in DHCtrl()?

BTW, I am actually starting to think that using DHCtrl is a mistake for GLCtrl.

AFAIK, it is possible to render opengl to bitmap handle, so it is possible to create GLCtrl that is not based on DHCtrl.

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Subject: Re: OpenGL example does not work

Posted by [mirek](#) on Tue, 26 Jun 2018 09:54:38 GMT

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Should be now fixed.

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Subject: Re: OpenGL example does not work

Posted by [Klugier](#) on Tue, 26 Jun 2018 10:18:19 GMT

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Hello,

Mirek, do you remember our implementation of GLCtrl that uses bitmap on GTK? It is slow and it doesn't work great and it doesn't support several important features like double buffering etc. I am not sure it is the good way for implementing OpenGL. Please think about better alternative...

Sincerely,  
Klugier

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Subject: Re: OpenGL example does not work  
Posted by [koldo](#) on Tue, 26 Jun 2018 12:03:46 GMT  
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Excellent. Thank you Mirek.

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Subject: Re: OpenGL example does not work  
Posted by [koldo](#) on Sat, 30 Jun 2018 14:10:35 GMT  
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Hello Javier

Does the problem is solved?

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Subject: Re: OpenGL example does not work  
Posted by [281264](#) on Sat, 28 Jul 2018 15:55:44 GMT  
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Problem fixed. Many thanks.

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Subject: Re: OpenGL example does not work  
Posted by [281264](#) on Sun, 29 Jul 2018 15:48:07 GMT  
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I think that Glew plug-in is a bit outdated. Is it right?. Perhaps an update would be fine.

Cheers,

Javier

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Subject: Re: OpenGL example does not work  
Posted by [Klugier](#) on Sun, 29 Jul 2018 20:56:50 GMT  
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Hello Javier,

I think you could help us a little :) You can prepare updated plugin/glew package and post it here as a zip package. After that I or Mirek will push it to the trunk.

Sincerely,  
Klugier

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Subject: Re: OpenGL example does not work  
Posted by [281264](#) on Mon, 27 Aug 2018 11:36:56 GMT  
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Klugier,

I am sorry but I do not know how to update the plug in for it contains multi-platform features. I normally use the files directly from the Glew web page (Windows version), which is updated. I tested the plugin and I noticed that some of the OpenGL features are not contained in it; but I reckon that, unless you are an advanced OpenGL user -I am not, by the way-, or want yo use the latest version of a function in OpenGL 4.6, one can be perfectly happy with the plugin as it is at the moment.

BR,

Javier

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