
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

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?

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.

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

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:

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.

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

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.

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...

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

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. :)

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()?

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.

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.

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

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.

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?

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.

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

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

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
