Subject: upp w/ Ogre3D
Posted by qwerty on Sun, 25 Jun 2006 15:09:22 GMT
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greetings...

I had successfully made U++ and nice 3D engine www.ogre3d.org working together(with some optional packages) under Fedora Core 5.

Just wanted to tell about...

...bye

Subject: Re: upp w/ Ogre3D
Posted by forlano on Sun, 25 Jun 2006 17:46:29 GMT
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qwerty wrote on Sun, 25 June 2006 17:09greetings...

I had successfully made U++ and nice 3D engine www.ogre3d.org working together(with some optional packages) under Fedora Core 5.

Congratulation!
Quote:
Just wanted to tell about...

... only to tell, not to share?

Luigi

Subject: Re: upp w/ Ogre3D
Posted by qwerty on Sun, 02 Jul 2006 18:32:34 GMT
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err.... it was so simple , but why not...

all needed tutorials for downloading/instalation under Linux is on the Ogre wiki site, nothing chalenging under FC 5, so for me && upp:

 - new upp console app
 - update 'lib' and 'include' paths under 'Setup/Building methods...' if needed
 - under 'Project/Package Organizer' add 'OgreMain' library for your package
 - setup 'Build/Output mode...' to satisfy your needs(shared oblects because of LPGL Ogre licence in my case...)

- use some Ogre example code or write own; beware: Ogre colide with upp names(ConfigFile for ex.), so remember that(I've used Ogre::xxx to simplify...)
 - build
 - copy needed configuration Ogre files(at least 'plugins.cfg' and 'resources.cfg') to directory, where upp put your executable, and update paths in these(or you can hard code paths in your app - refer to ogre wiki, manual, etc.). All neede files are located in Ogre SDK with approriate Media folder, sources, ready to use example etc...

I've tried other combinations w/ MT, all shared, debug, speed, inmplemented Lua... all works fine so far.

Any questions welcome.

have a nice... life