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Subject: OpenGL and continous animation  
Posted by [forlano](#) on Sun, 24 Feb 2008 18:25:31 GMT  
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Hello,

I found <http://nehe.gamedev.net> where there are nice tutorials covering OpenGL. I followed the first tutorials and I used as skeleton the package `refence/OpenGL`. All the code of the tutorial finish in `GLPaint()` method and everything works perfectly.

What I would like to have now is the automatic animation of the picture without to drive it with the mouse done via

```
virtual void MouseMove(Point p, dword) {  
    point = p;  
    Refresh();  
}
```

It should be very easy but I am facing problem.

For example I added the callback `LeftDown` and the method `Rotate()` that change some parameter of the figure but nothing change in the screen when I leftclick

```
virtual void LeftDown(Point p, dword) {  
    Rotate();  
}
```

```
void Rotate( )  
{ for(int i=1;i<=1000000;i++) {  
    rtri+=0.2f; //it is used in GIPaint  
    Refresh();  
}  
}
```

Instead `MouseMove()` works fine. What am I missing?

(tell me if a testcase is needed although `refence/OpenGL` with an automatic animation would be ok)

Luigi

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Subject: Re: OpenGL and continous animation  
Posted by [masu](#) on Sun, 24 Feb 2008 20:26:09 GMT  
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Hi Luigi,

I attached an example I have made with a timer.

By the way, have you tried to run your app in X11?

Matthias

## File Attachments

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1) [Example.zip](#), downloaded 205 times

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Subject: Re: OpenGL and continous animation  
Posted by [forlano](#) on Sun, 24 Feb 2008 22:02:30 GMT  
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masu wrote on Sun, 24 February 2008 21:26Hi Luigi,

I attached an example I have made with a timer.

By the way, have you tried to run your app in X11?

Matthias

Hi Matthias,

thanks a lot for the example.  
I've not yet tried it under linux. I'll give a try tomorrow.

Luigi

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Subject: Re: OpenGL and continous animation  
Posted by [forlano](#) on Mon, 25 Feb 2008 12:51:52 GMT  
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masu wrote on Sun, 24 February 2008 21:26  
By the way, have you tried to run your app in X11?

Matthias

I tried in Ubuntu but I was not able to compile your code. It does not find GL/gl.h etc... Under linux I've not the latest dev version and maybe I should install the openGL too.  
I should update it but I use U++-linux rarely.

Luigi

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Subject: Re: OpenGL and continous animation

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Posted by [masu](#) on Mon, 25 Feb 2008 13:04:55 GMT

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It would be nice if you can check it with Linux since I have problems with X11 GLCtrl implementation.

I get a window handle error when GLCtrl window is mapped to X11 window.

Thanks,  
Matthias

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Subject: Re: OpenGL and continous animation

Posted by [forlano](#) on Mon, 25 Feb 2008 13:56:06 GMT

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masu wrote on Mon, 25 February 2008 14:04It would be nice if you can check it with Linux since I have problems with X11 GLCtrl implementation.

I get a window handle error when GLCtrl window is mapped to X11 window.

Thanks,  
Matthias

I've Ubuntu. Do you know if the openGL library come with U++ or I should install it from a thirth part? At the moment there are many gl...h not found.

Luigi

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Subject: Re: OpenGL and continous animation

Posted by [mr\\_ped](#) on Mon, 25 Feb 2008 14:36:33 GMT

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try to look in synaptic (or what package manager you use) for opengl libraries, especially for packages with "\*dev" at end.

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Subject: Re: OpenGL and continous animation

Posted by [forlano](#) on Mon, 25 Feb 2008 14:56:17 GMT

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mr\_ped wrote on Mon, 25 February 2008 15:36try to look in synaptic (or what package manager you use) for opengl libraries, especially for packages with "\*dev" at end.

OK, I installed Mesa and compiled the reference test case and the Matthias' package. Both compile without problem but do not show anything. The error message in the opened window is: "GLCtrl: CreateGLXWindow: impossible to find a suitable visual"

I can run other test package if this can help. Please consider that my linux Upp-dev version is before of 2008, perhaps the december version. Please post o pm to me the most updated GL package if you want I try it on linux.

Luigi

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Subject: Re: OpenGL and continous animation  
Posted by [masu](#) on Mon, 25 Feb 2008 14:57:42 GMT  
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Have you compiled it in DEBUG mode?  
Regards,  
Matthias

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Subject: Re: OpenGL and continous animation  
Posted by [forlano](#) on Mon, 25 Feb 2008 15:16:10 GMT  
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masu wrote on Mon, 25 February 2008 15:57Have you compiled it in DEBUG mode?  
Regards,  
Matthias

No, only in release mode. If you think make sense to test even the debug mode I'll try it too.

Luigi

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Subject: Re: OpenGL and continous animation  
Posted by [masu](#) on Mon, 25 Feb 2008 15:28:16 GMT  
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Thanks Luigi, can you please compile in DEBUG mode, I would like to see if you also get the message I got.  
But I am not sure whether the X11 error messages were already implemented in your version.

Matthias

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Subject: Re: OpenGL and continous animation  
Posted by [forlano](#) on Mon, 25 Feb 2008 18:16:58 GMT  
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masu wrote on Mon, 25 February 2008 16:28Thanks Luigi, can you please compile in DEBUG mode, I would like to see if you also get the message I got.

But I am not sure whether the X11 error messages were already implemented in your version.

Matthias

I compiled in debug mode and got the same error.

Luigi

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Subject: Re: OpenGL and continous animation  
Posted by [masu](#) on Mon, 25 Feb 2008 20:52:15 GMT  
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Luigi, thank you for your help.  
I fixed the problem I encountered with OpenGL example.  
See topic:  
<http://www.ultimatepp.org/forum/index.php?t=msg&th=3204&start=0&>

Matthias

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Subject: Re: OpenGL and continous animation  
Posted by [forlano](#) on Mon, 25 Feb 2008 20:58:42 GMT  
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masu wrote on Mon, 25 February 2008 21:52 Luigi, thank you for your help.  
I fixed the problem I encountered with OpenGL example.  
See topic:  
<http://www.ultimatepp.org/forum/index.php?t=msg&th=3204&start=0&>

Matthias

Very good!

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