
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

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

1) [Example.zip](#), downloaded 423 times

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

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

Subject: Re: OpenGL and continous animation

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

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

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.

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

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

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

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

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

Subject: Re: OpenGL and continuous 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

Subject: Re: OpenGL and continuous 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!
