
Subject: OpenGL text drawing
Posted by [koldo](#) on Mon, 06 Apr 2009 11:33:55 GMT
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Hello all

I would like to know how to draw text in GLCtrl. 3D would be great but 2D is enough.

I have seen different ways but I would like your opinion.

Of course if somebody has done it before it would be great if he/she would submit the sample code.

Best regards
Koldo

Subject: Re: OpenGL text drawing
Posted by [h3l1](#) on Tue, 14 Apr 2009 11:38:02 GMT
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Hi,

for OpenGL examples the best source is <http://nehe.gamedev.net/>
Lessons 13,14,15 and 43 are about font rendering.

Bye
Heli

Subject: Re: OpenGL text drawing
Posted by [koldo](#) on Tue, 14 Apr 2009 14:12:44 GMT
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Thank you Heli

Really great examples!

I should have to do something useful with it ...

Best regards
Koldo
