Subject: GLCtrl: does it support multisamplig feature?
Posted by 281264 on Wed, 01 Sep 2010 11:07:59 GMT

Hi,

I am interested in knowing whether GLCtrl supports multisamplig feature. If the answer is no, how to add this feature?

Thank you.

Cheers,

Javier

Subject: Re: GLCtrl: does it support multisamplig feature?
Posted by 281264 on Sun, 05 Sep 2010 20:20:18 GMT

Any feedback?

Thanks,

Javier

Subject: Re: GLCtrl: does it support multisamplig feature?
Posted by mrjt on Thu, 16 Sep 2010 08:35:04 GMT

Here's the UppGL package I used for my last projects. There's a lot of other stuff (Shader and texture management, cameras etc.) in there too, but the multisample code is in ARB_GL_Multisample.h/cpp and GLViewCtrl.h/cpp.

The glm package is The OpenGL Mathematics Library, which I've included since it's referenced from UppGL. It's very good but using it requires the disabling of the Upp MOVEABLE check, so use with caustion.

The code was not intended for general consumption, so it's a bit rough, but you may find it useful.

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File Attachments
1) UppGL.zip, downloaded 287 times
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Subject: Re: GLCtrl: does it support multisamplig feature?
Posted by 281264 on Thu, 16 Sep 2010 09:57:49 GMT

Excellent, many thanks.

Javier