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

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Subject: Re: GLCtrl: does it support multisamplig feature?  
Posted by [281264](#) on Sun, 05 Sep 2010 20:20:18 GMT  
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Any feedback?

Thanks,

Javier

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Subject: Re: GLCtrl: does it support multisamplig feature?  
Posted by [mrjt](#) on Thu, 16 Sep 2010 08:35:04 GMT  
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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 caution.

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 280 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

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Excellent, many thanks.

Javier

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